

Date 05/13/09

☒ Board Team Final 04/27/09

☒ Creators Pass 04/30/09

☒ Network Approval

☒ Network Standards Approval

☐ Recording Board

☐ Revisionist Pass

☐ Animatic Scan Board

☐ Pre-Animatic Slug Board

☐ Conformed to Animatic Board

☐ Final

“Memories of Boom Boom Mountain”

692-010

Network Standards Storyboard

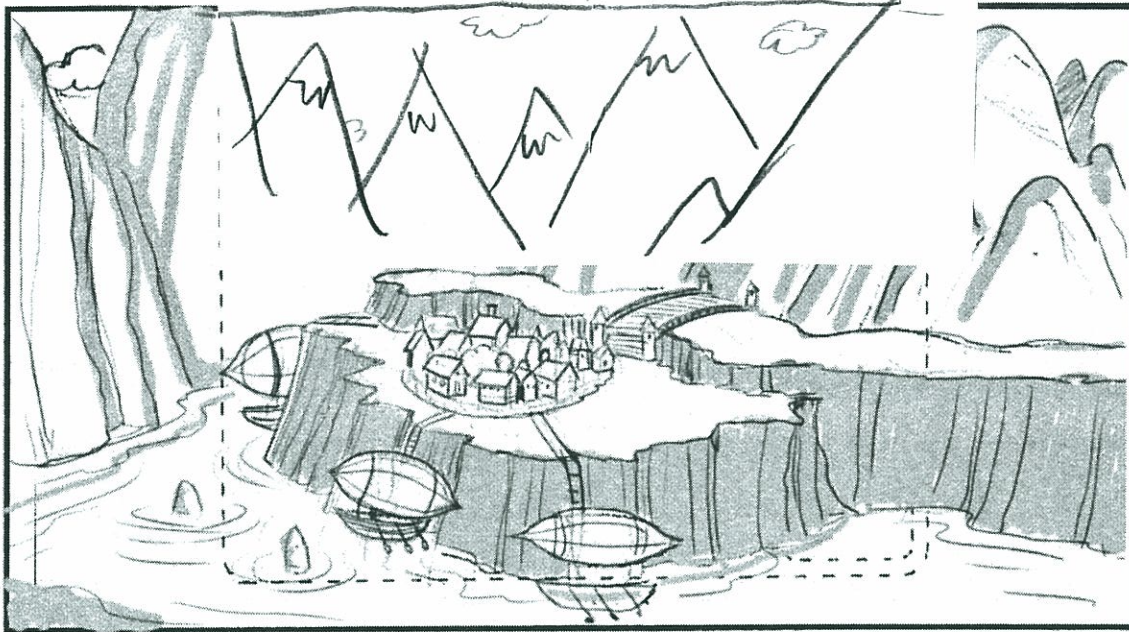
Adventure Time with Finn & Jake
Created by
Pendleton Ward

Creative Director
Pat McHale

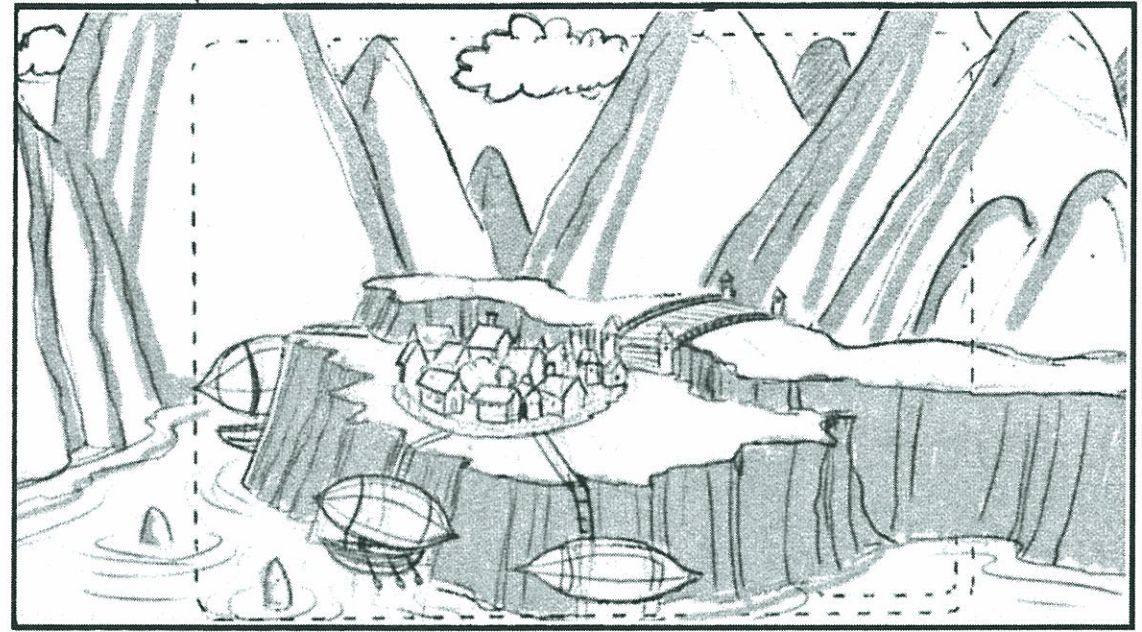
Storyboard by
Sean Jimenez & Bert Youn



Sc. | Pnl. A B day night



Sc. | Pnl. B Bg. day night



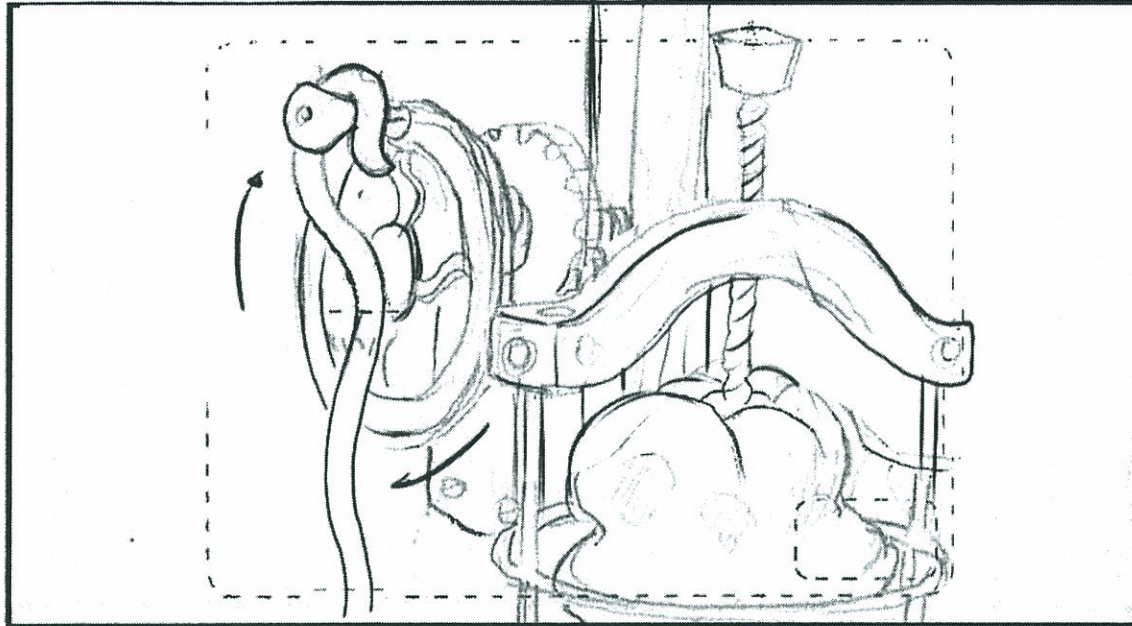
Dialog:	SLOW DRIFT IN (A) to (B)	
Action:		
Timing:	1	

2

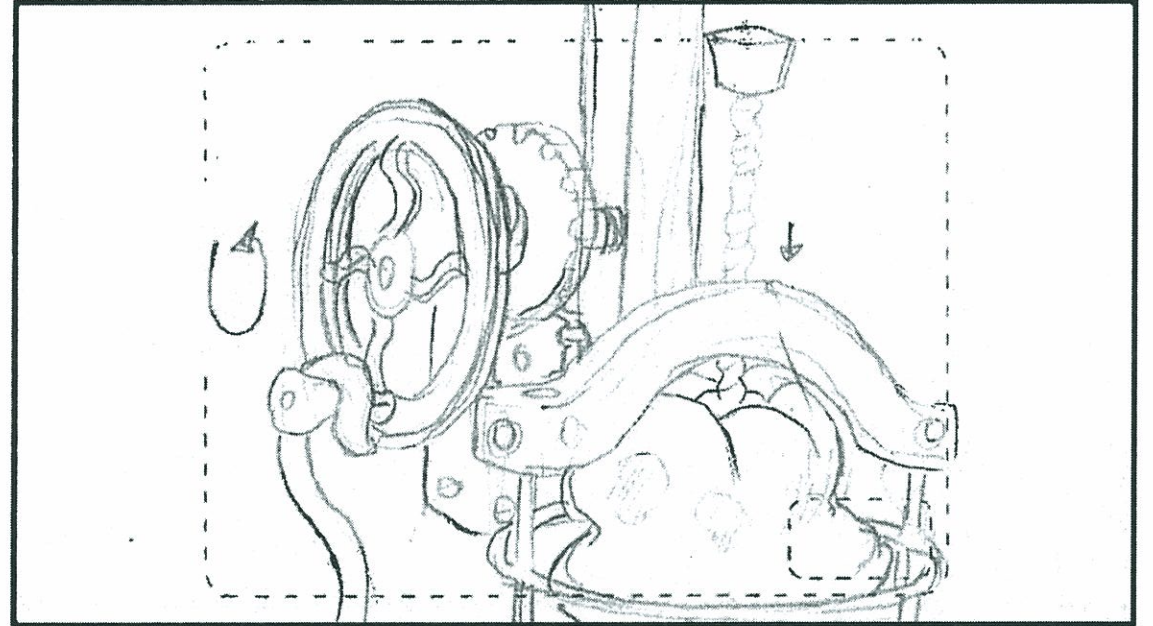
EPISODE # 692010
Production :



Sc. 2 Pnl. A Bg. day night



Sc. 2 Pnl. B Bg. day night



Dialog: OCTOPUS TURNS CRANK AS YOKE
PRESSES DOWN ON HIS HEAD...

Action:

Timing:

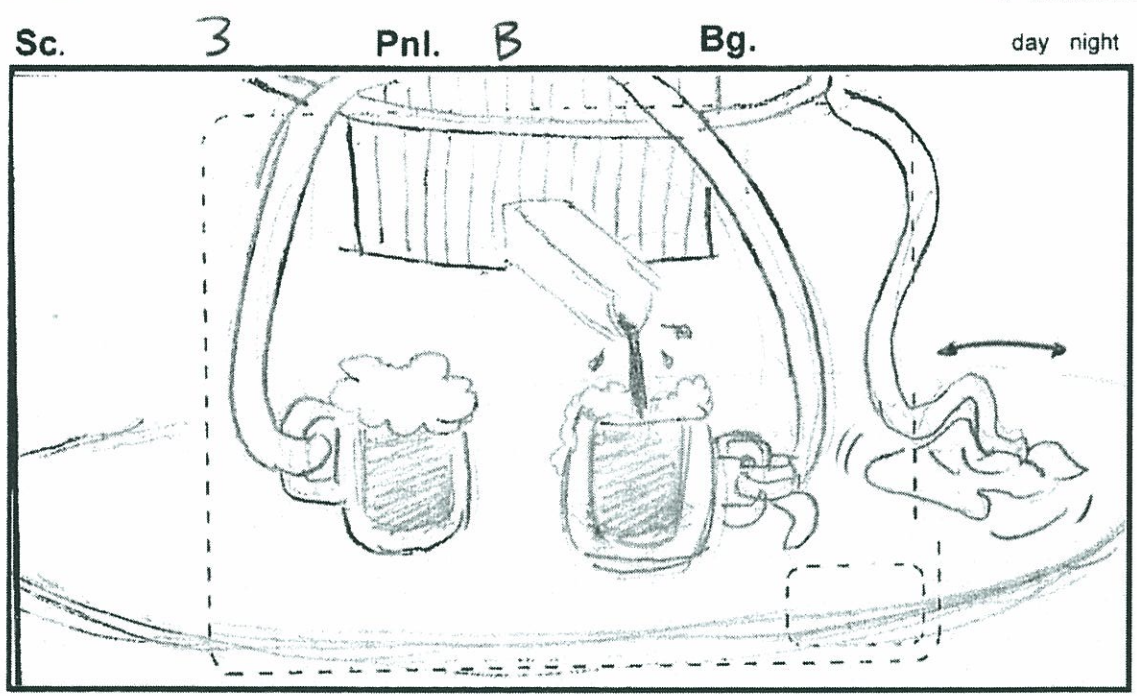
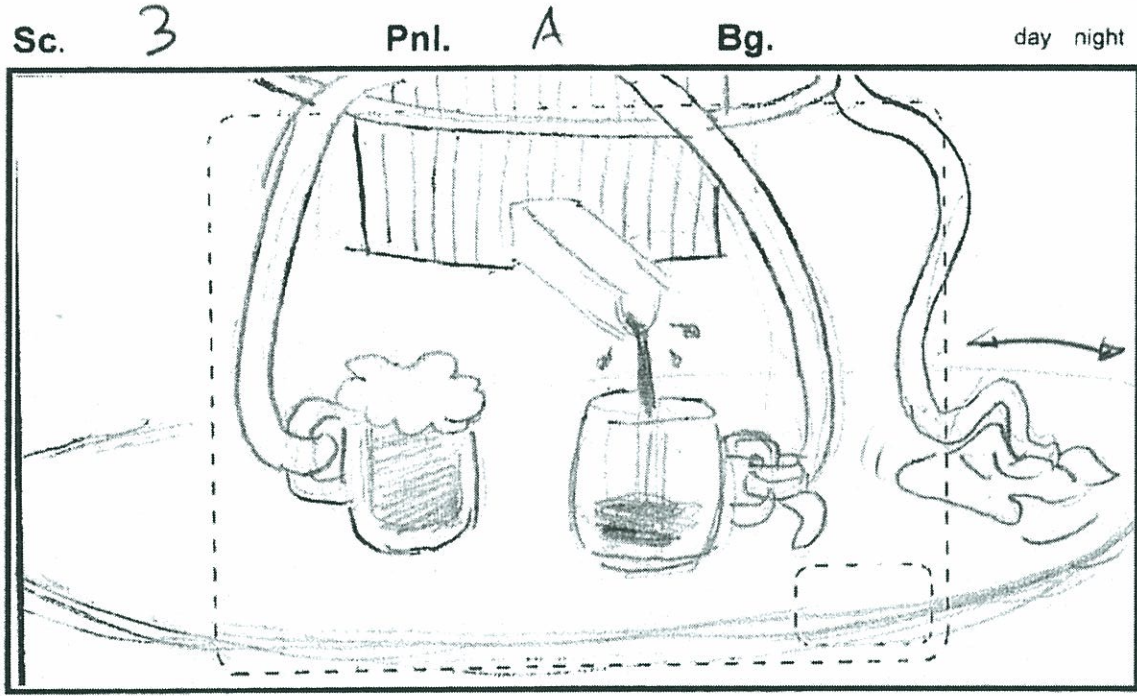
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4

EPISODE # 692010

Production :

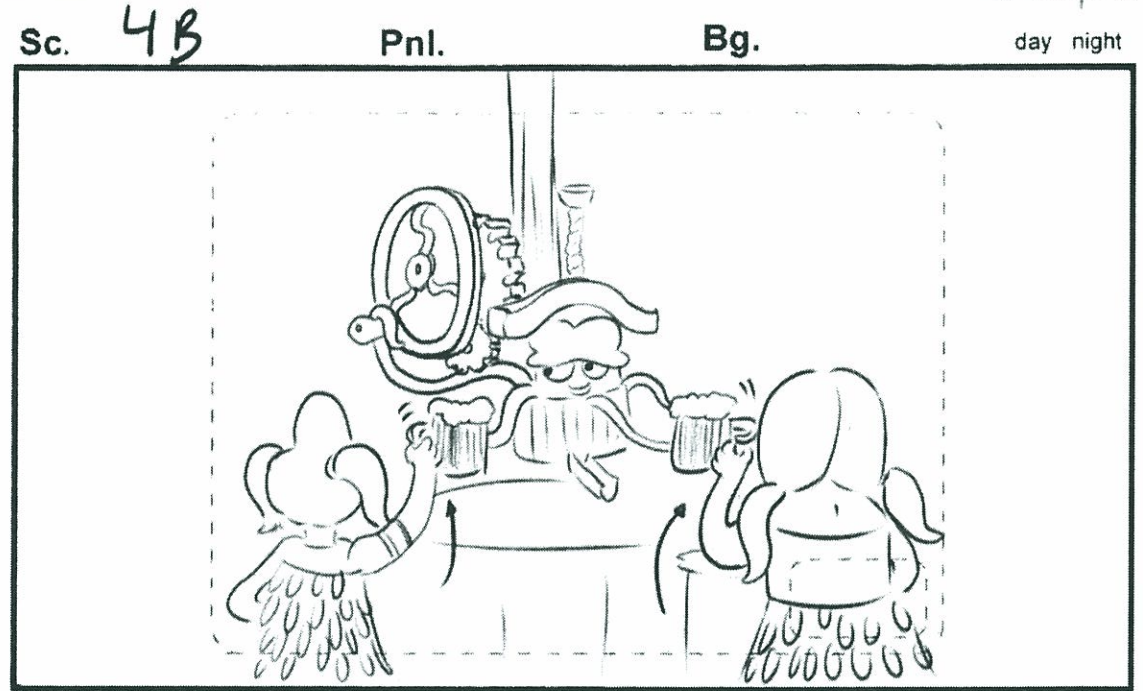
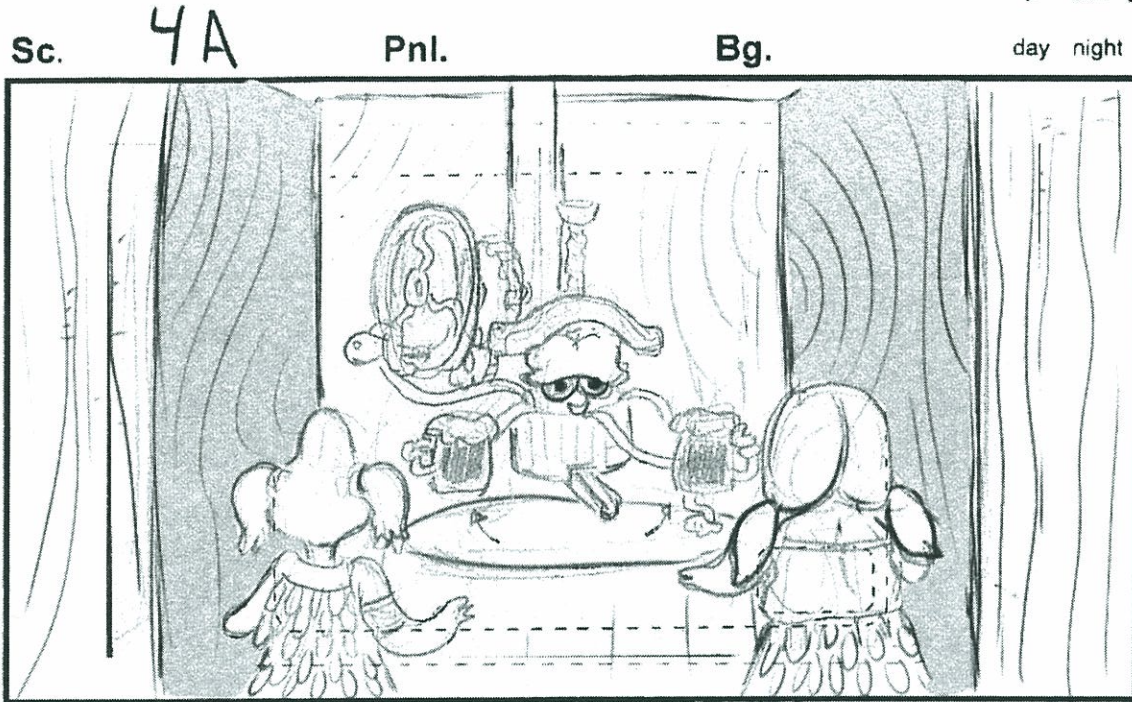
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Dialog:	DRINK DRIPS OUT OF SPIGOT ... ————— ... FILLING GLASS ...
Action:	
Timing:	

5 6

EPISODE # 692010 Production :



Dialog:	<u>SQUID</u> YOU GIRLS SURE YOU WANT ANOTHER ROUND OF SQUID INK?
Action:	THE GIRLS GRAB THE GLASSES
Timing:	

7

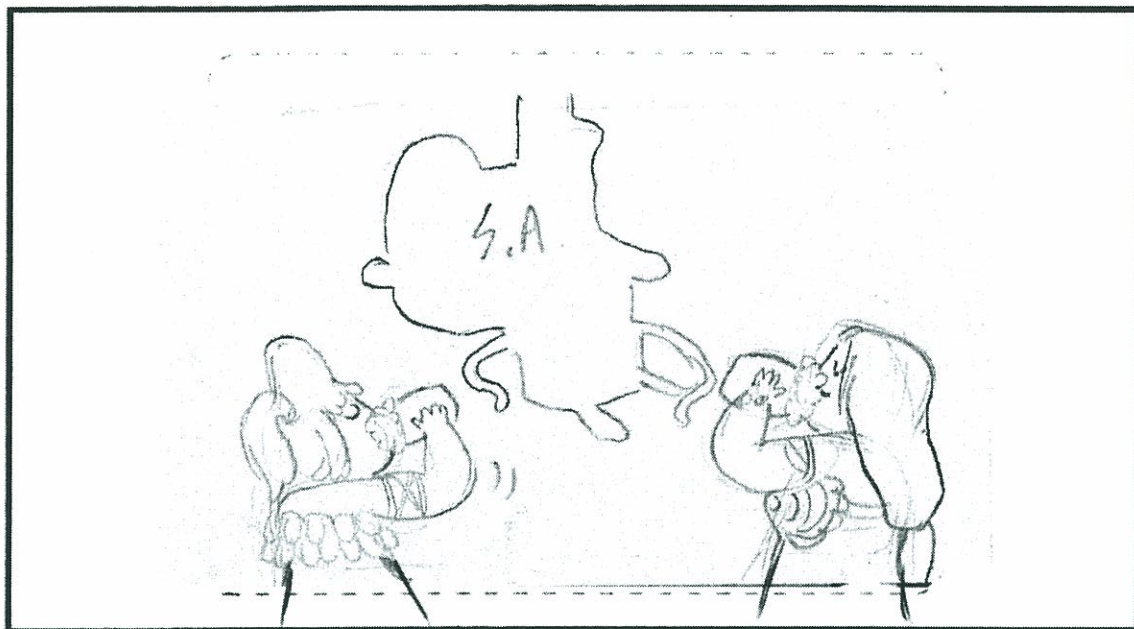
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EPISODE # 692010

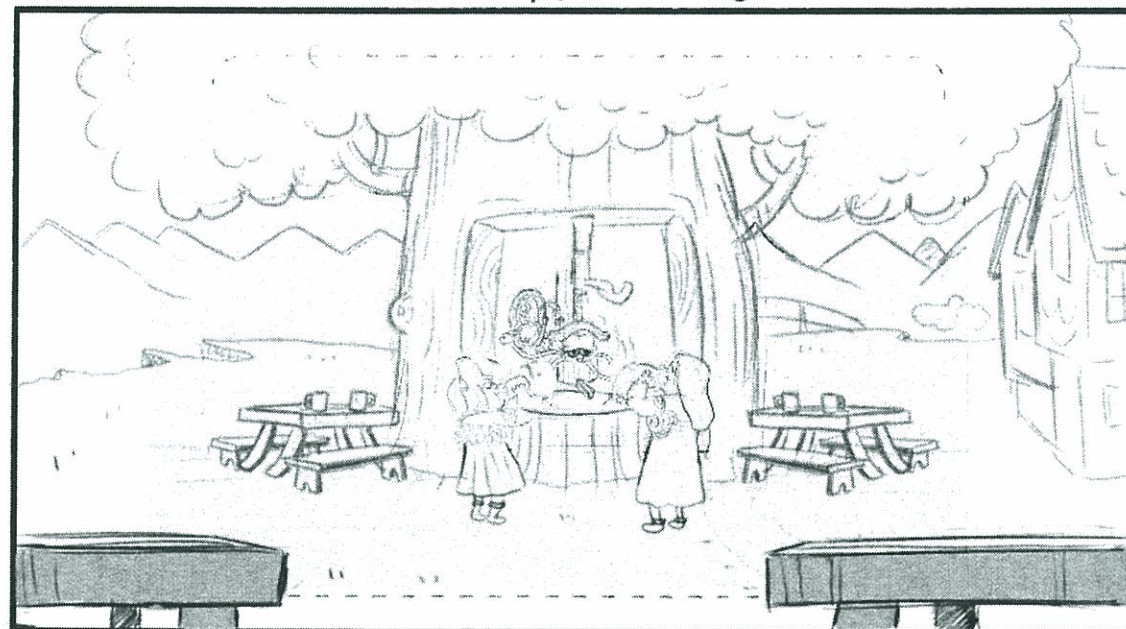
Production :



Sc. 4 Pnl. C Bg. day night



Sc. 5 Pnl. A Bg. day night



Dialog:

A. GIRLS
< GLUG! GLUG! GLUG! >
B. SQUID
HEH HEH OKAY...

Action:

Timing:

9

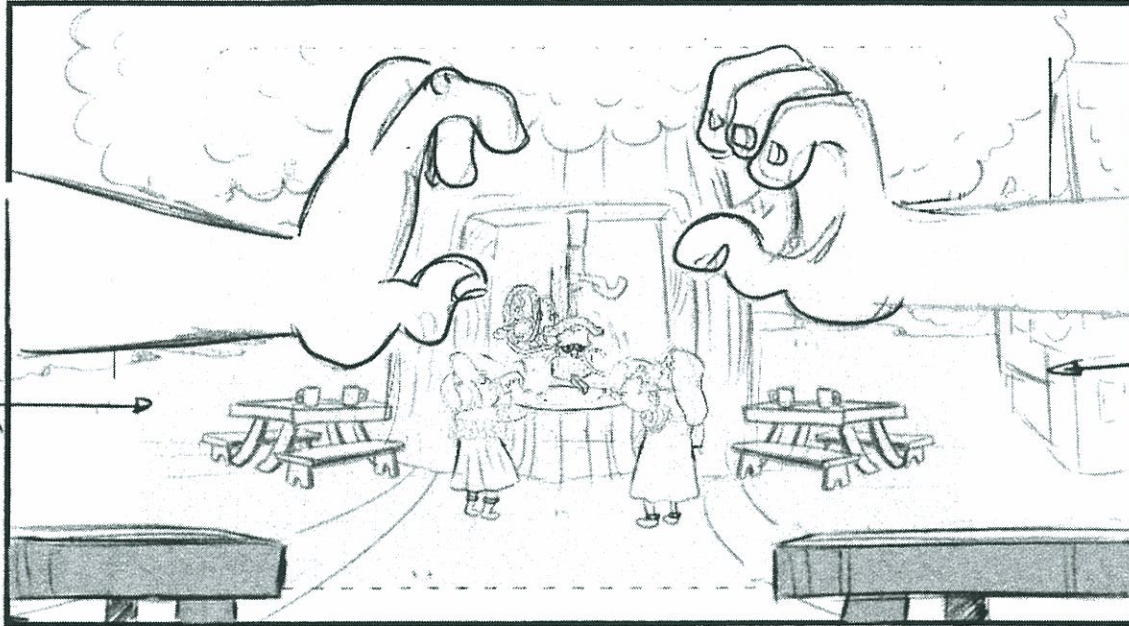
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EPISODE # 692010

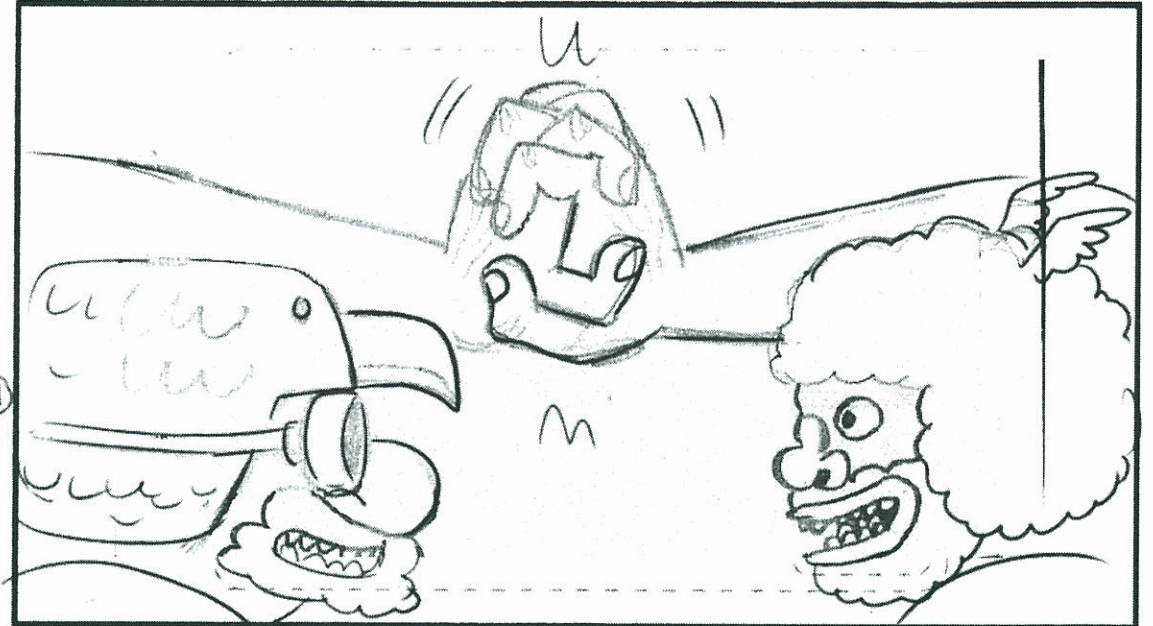
Production :



Sc. 5 Pnl. B Bg. day night



Sc. 5 Pnl. C Bg. day night



Dialog:	A. MARAUDER #1 "Ha Ha!" B. MARAUDER #2 "I LOVE ROUGH HOUSING!"
Action:	
Timing:	

11

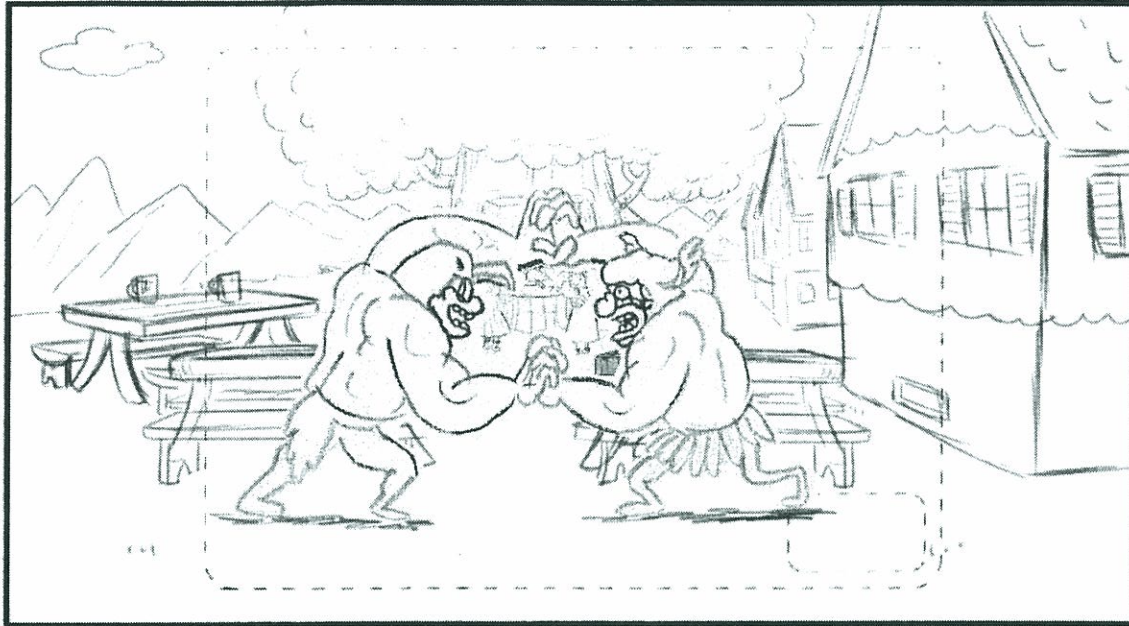
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EPISODE # 692010

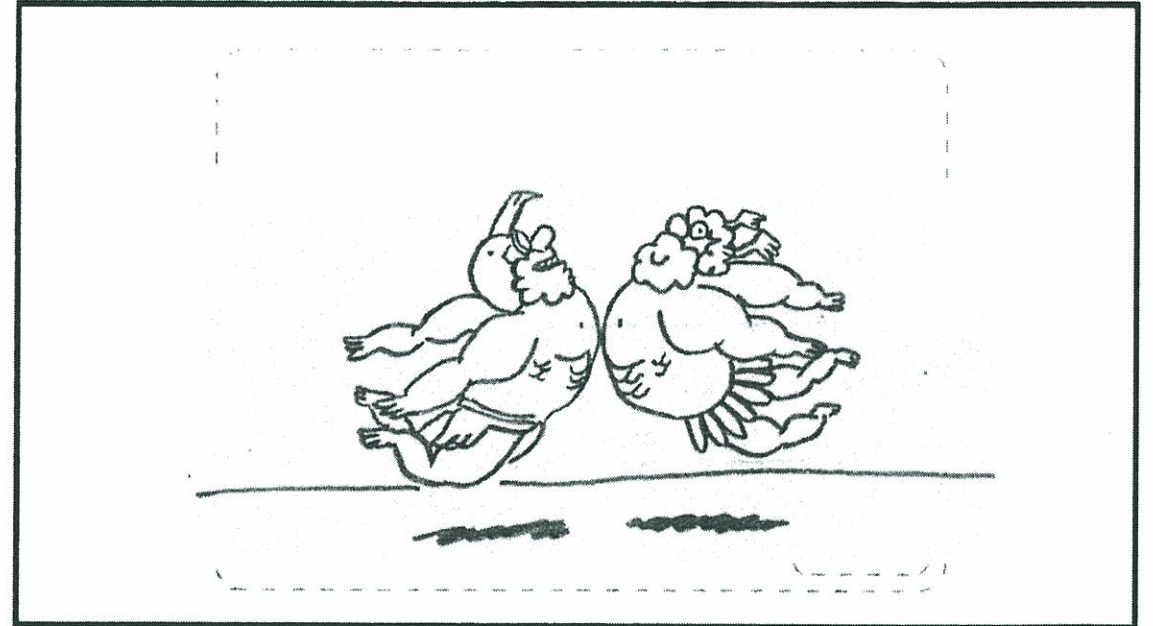
Production :



Sc. 6 Pnl. A Bg. day night



Sc. 6 Pnl. B Bg. day night



Dialog:	MARAUDERS #1, #2 < LAUGHTER >
Action:	
Timing:	

13

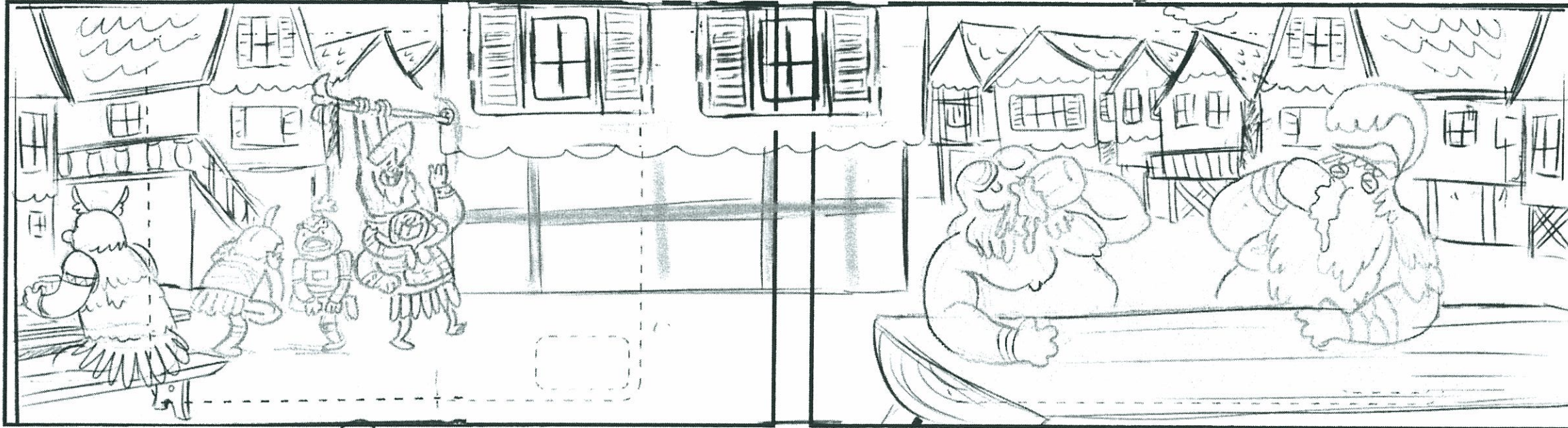
14

EPISODE # 692010

Production :



Sc. 7 Pnl. A Ba. day night Sc. 7 Pnl. B Bg. day night

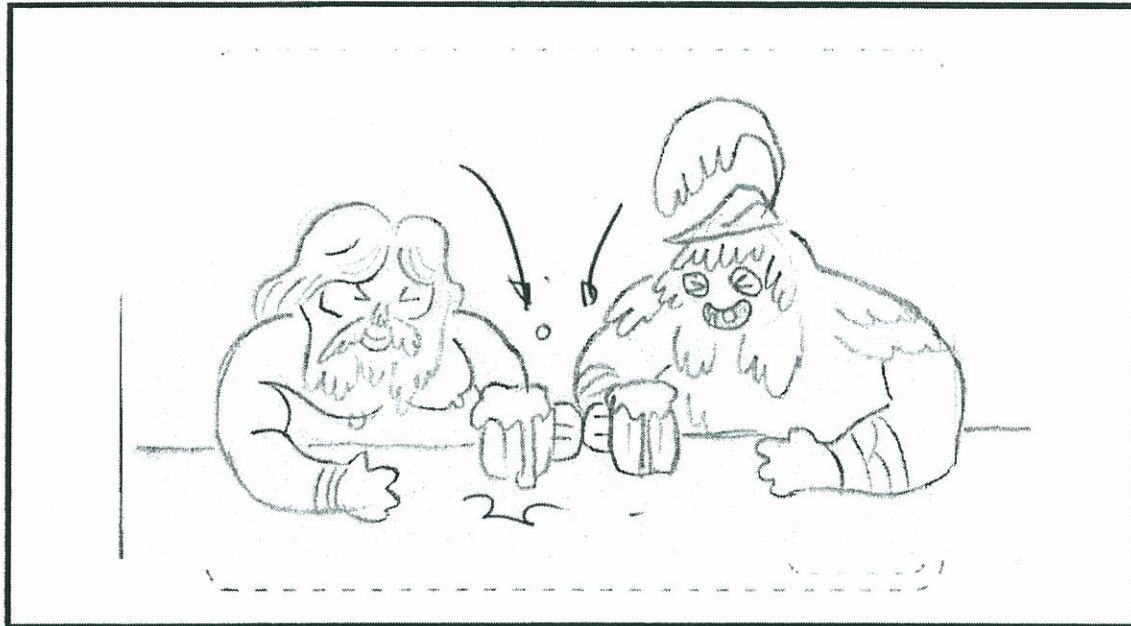


Storyboard form with sections for Dialog, Action, and Timing, including handwritten notes and a small sketch.

EPISODE # 692010 Production :



Sc. 7 Pnl. C Bg. day night



Dialog:
MARAUDERS #6 & #7
KHAACH!

Action:

Timing:
17

Sc. 7 Pnl. D Bg. day night



MARAUDERS LAISES
GLASS...
MARAUDER #6 : UNG!

Timing:

18

EPISODE # 692010

Production :



Sc. 7 Pnl. E Bg. day night



Sc. 7 Pnl. F Bg. day night



Dialog:	SFX < CRASH! > MARAUDER #7: OOF!	MARAUDER #7: HAH! UP!
Action:	MARAUDER BREAKS GLASS OVER HEAD...	THE OTHER ROUGH HOUSER GRABS 1ST ONES HEAD
Timing:	19	20

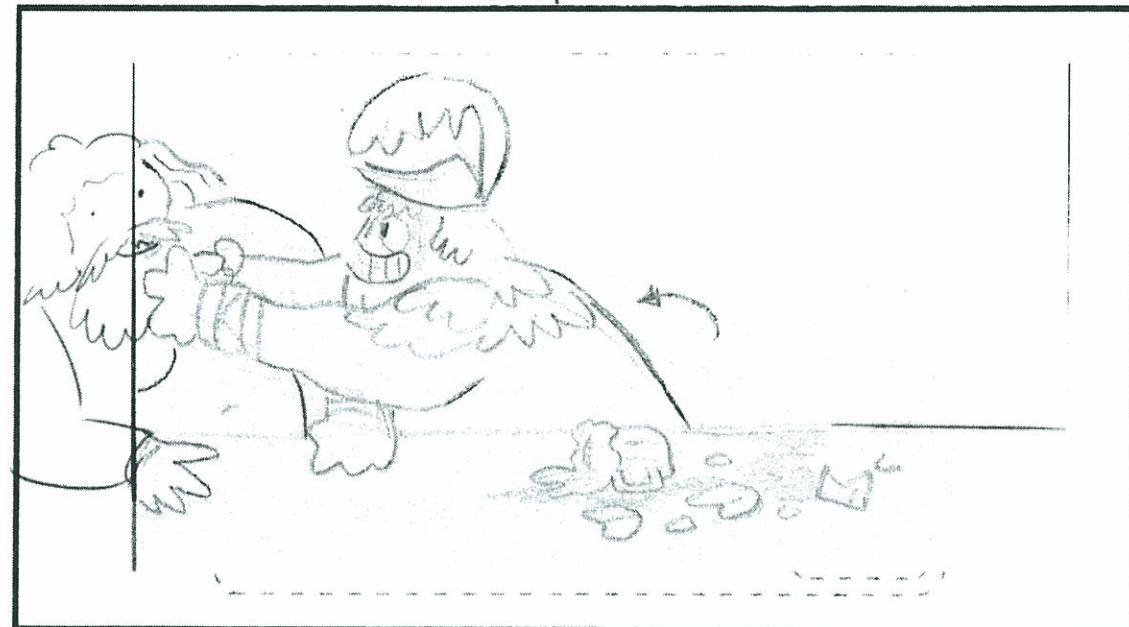
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Sc. 7 Pnl. G Bg. day night



Sc. 7 Pnl. H Bg. day night



Dialog:	MARAUDER #6: OOF! < SFX SLAM! >	MARAUDERS #6 & #7: PAAA!!
Action:		
Timing:		

21

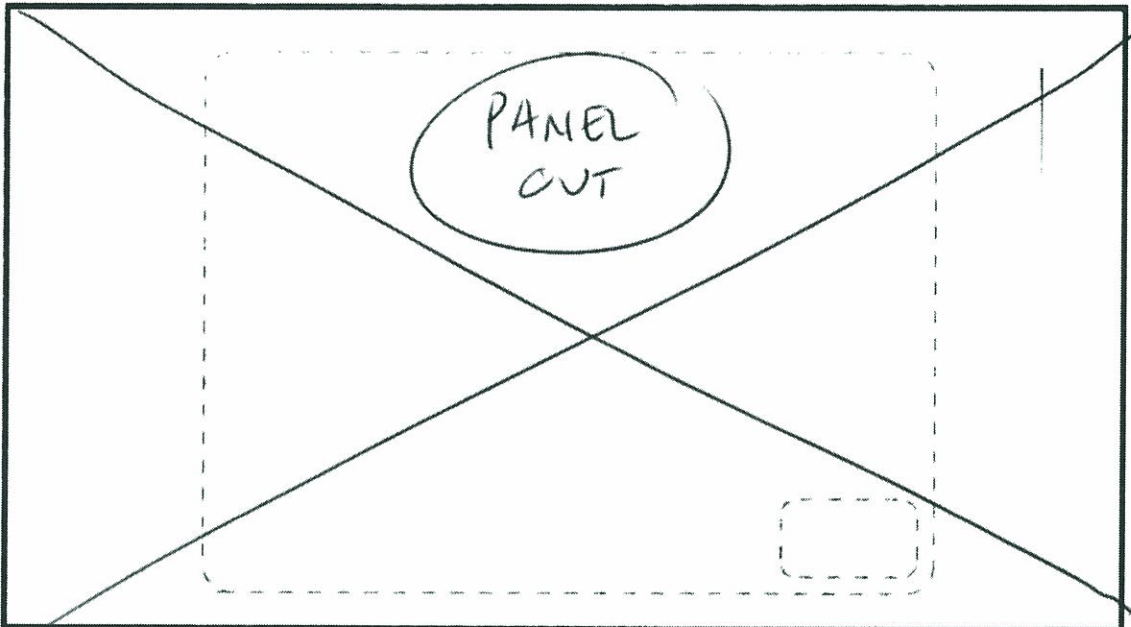
22



Sc. 7 Pnl. I Bg. day night



Sc. Pnl. Bg. day night



Dialog:



Action:

AS THE ROUGHHOUSERS TUMBLE OS THEY REVEAL TWO
WINGED ROUGHHOUSERS WHO RUN AND CLASH HEADS
BEHIND I

Timing:

23

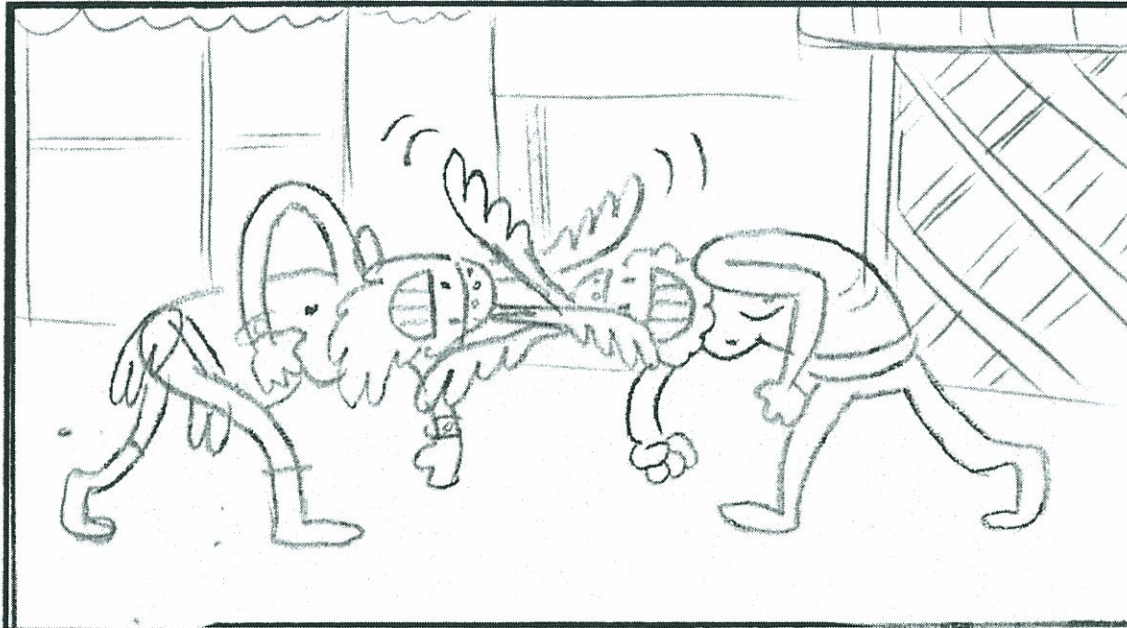
24

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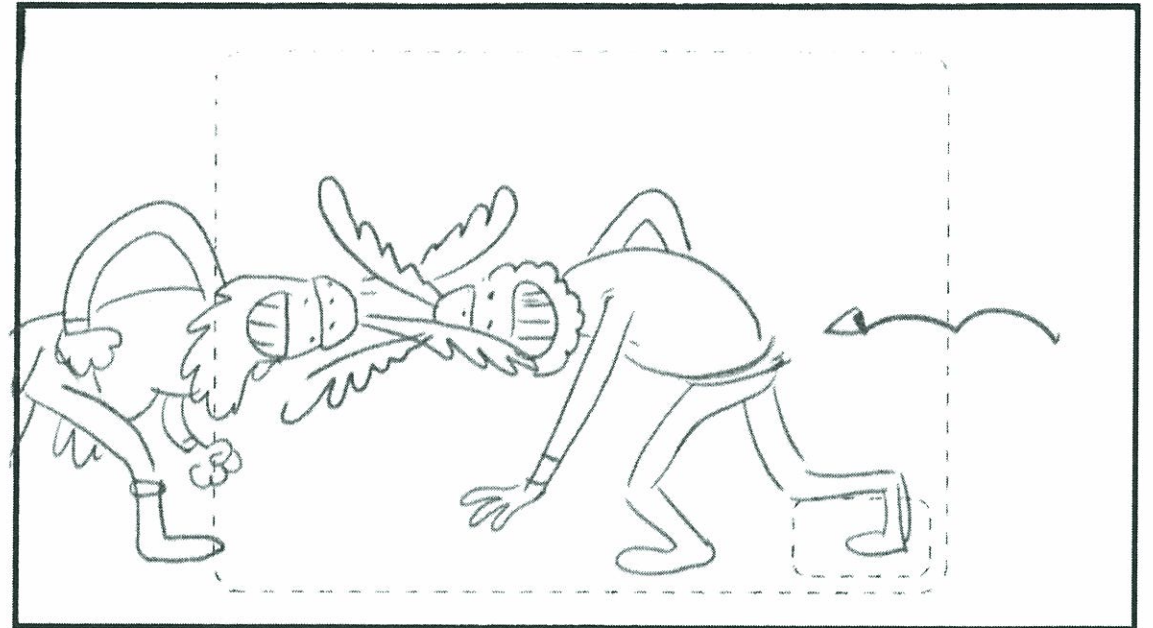
Production :



Sc. 8 Pnl. A Bg. day night



Sc. 8 Pnl. B Bg. day night



Dialog:	
Action: CUT CLOSER TO ROUGH HOUSES STRUGGLING	ONE GAINS THE UPPER HAND ...
Timing:	
25	26

692010

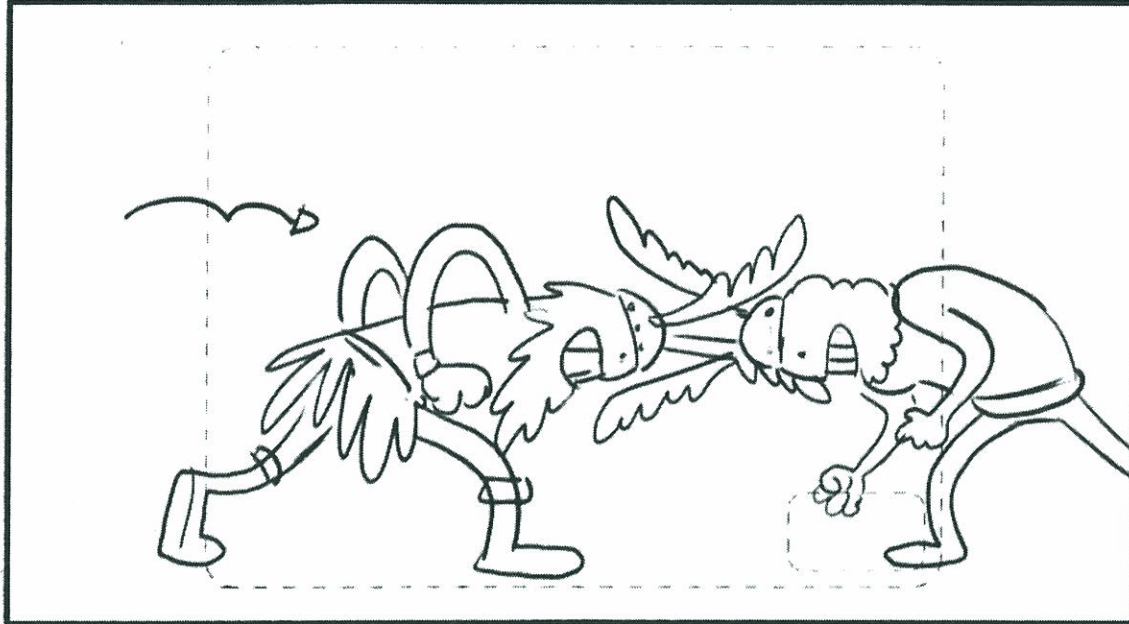
EPISODE #

Production :

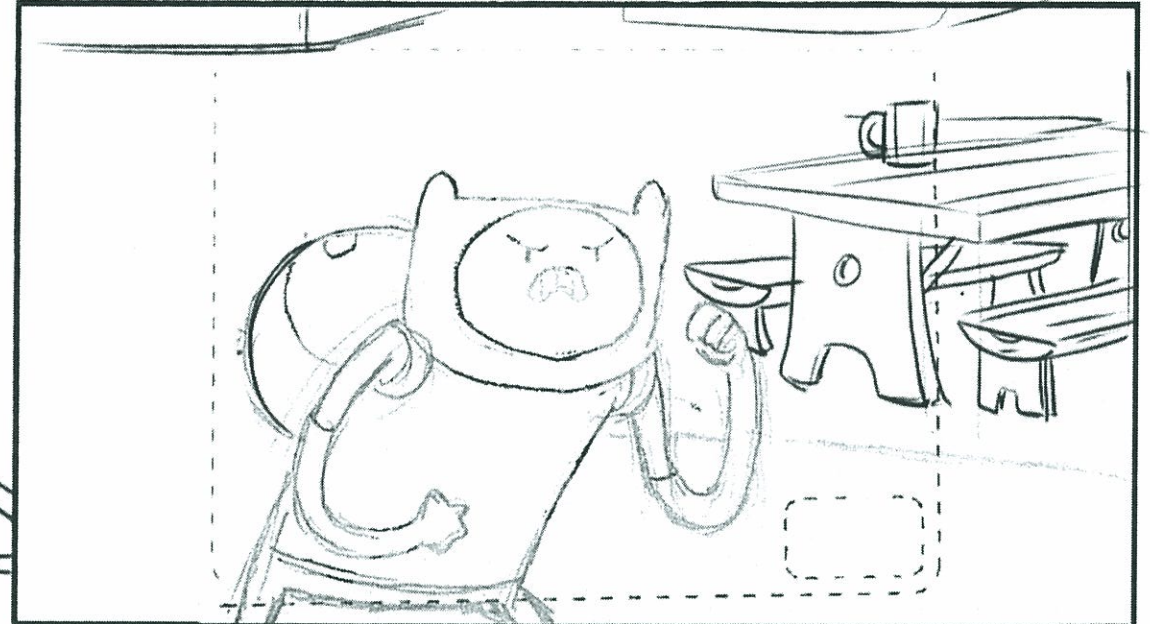
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Sc. 8 Pnl. C Bg. day night



Sc. 9 Pnl. A Bg. day night



Dialog:	
Action:	THEN THE OTHER ONE GETS THE UPPER HAND
Timing:	FINNI R R R R R
27	
28	

692010

EPISODE #

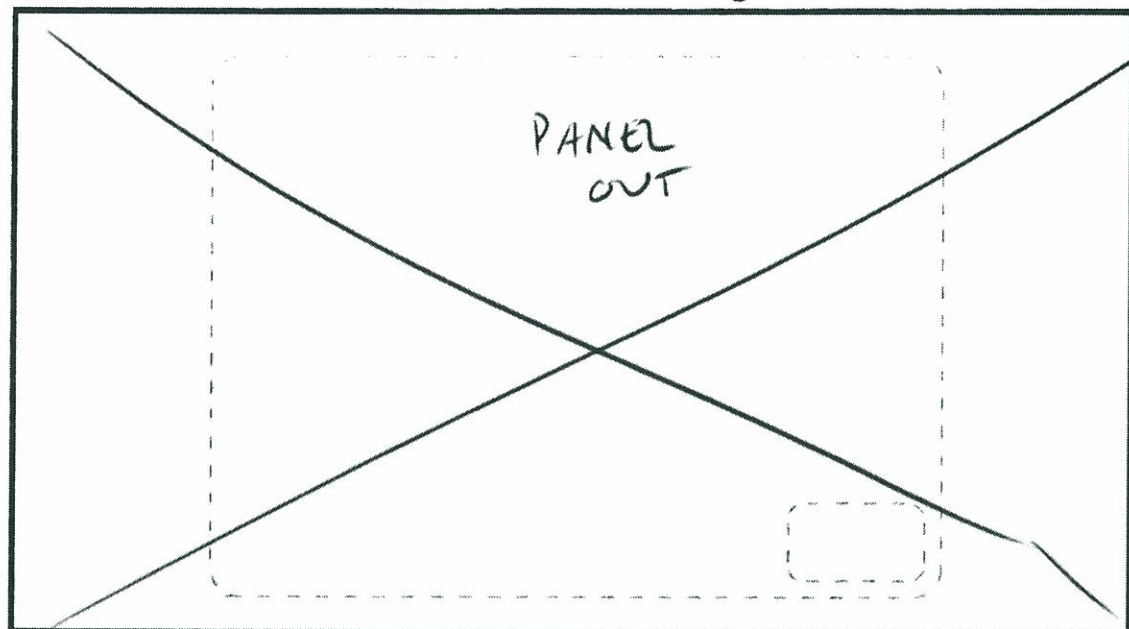
Production :



Sc. 10 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	<u>HEAD MARAUDER</u> <u>HA HA!</u>
Timing:	

29

30

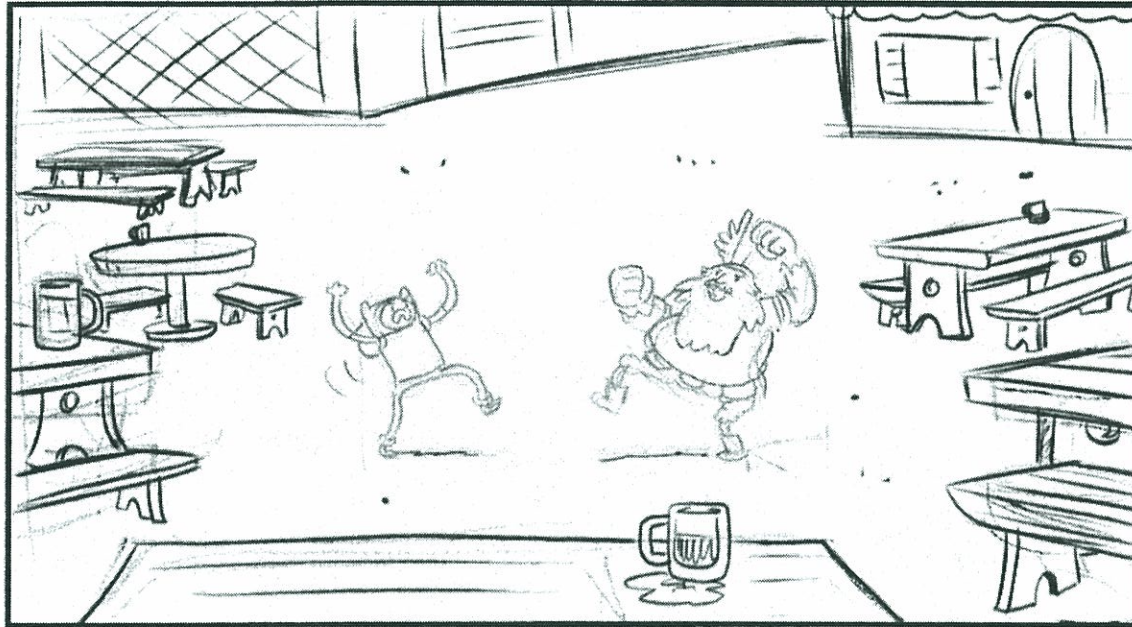
692010

EPISODE #

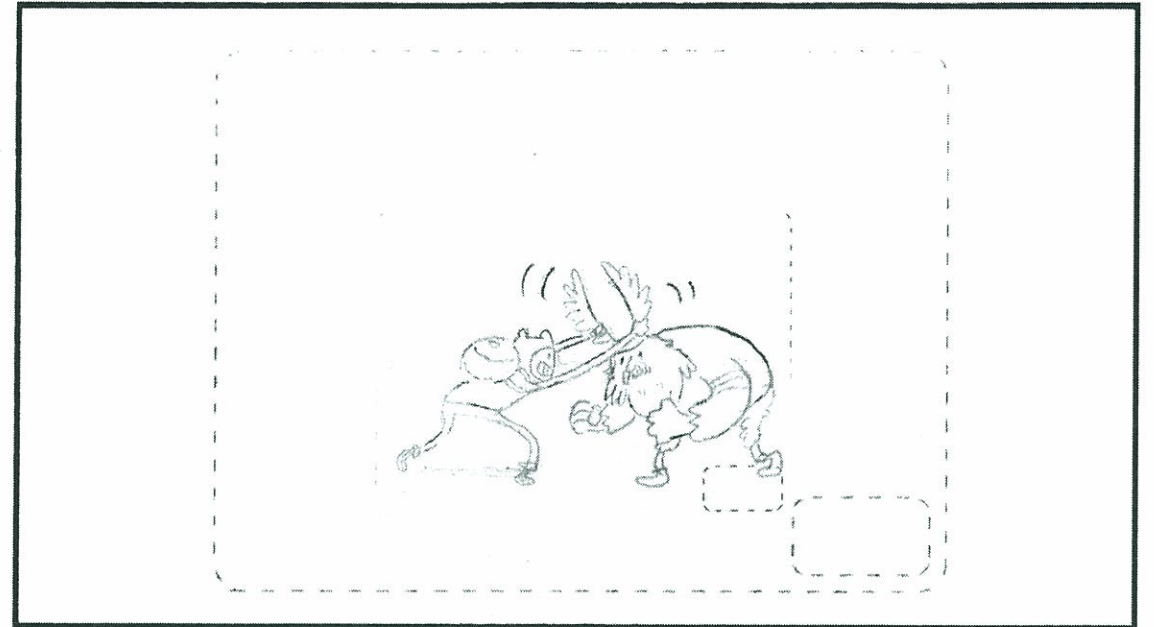
Production :



Sc. 11 Pnl. A Bg. day night



Sc. 11 Pnl. B Bg. day night



Dialog:

FINN'S, HEAD MARAUDER: RRR-AA!

Action:

Timing:

31

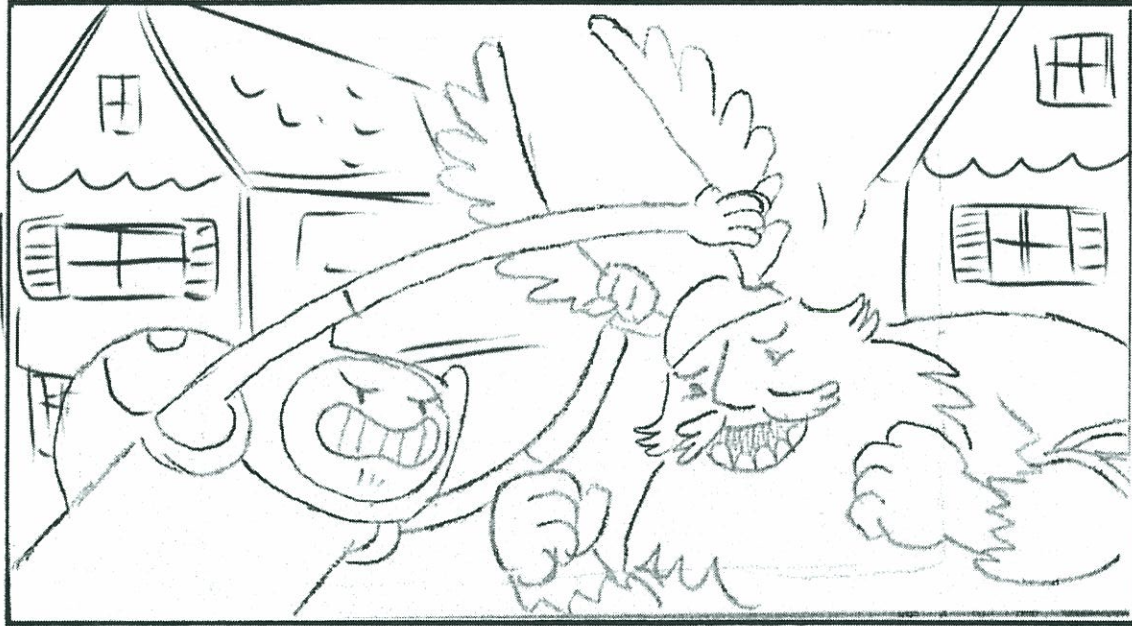
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EPISODE # 692010

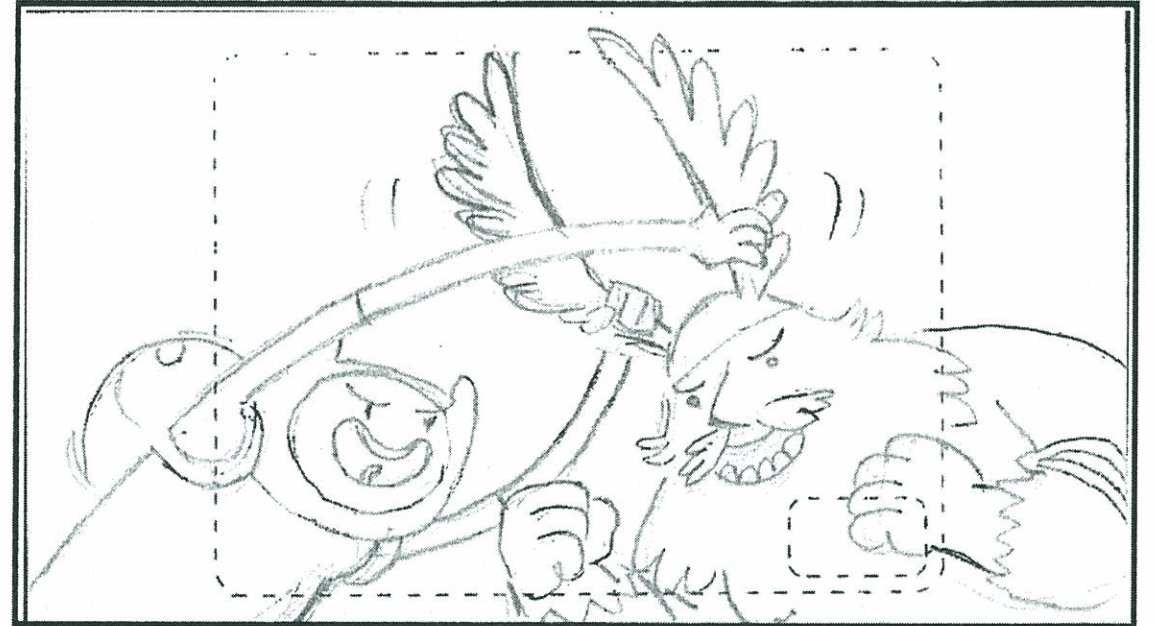
Production :



Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:

HEAD MARAUDER

YOU'RE NOT TOO bad for
a human boy!!

Action:

Timing:

FINN

HEH... NOT TO BAD?

33

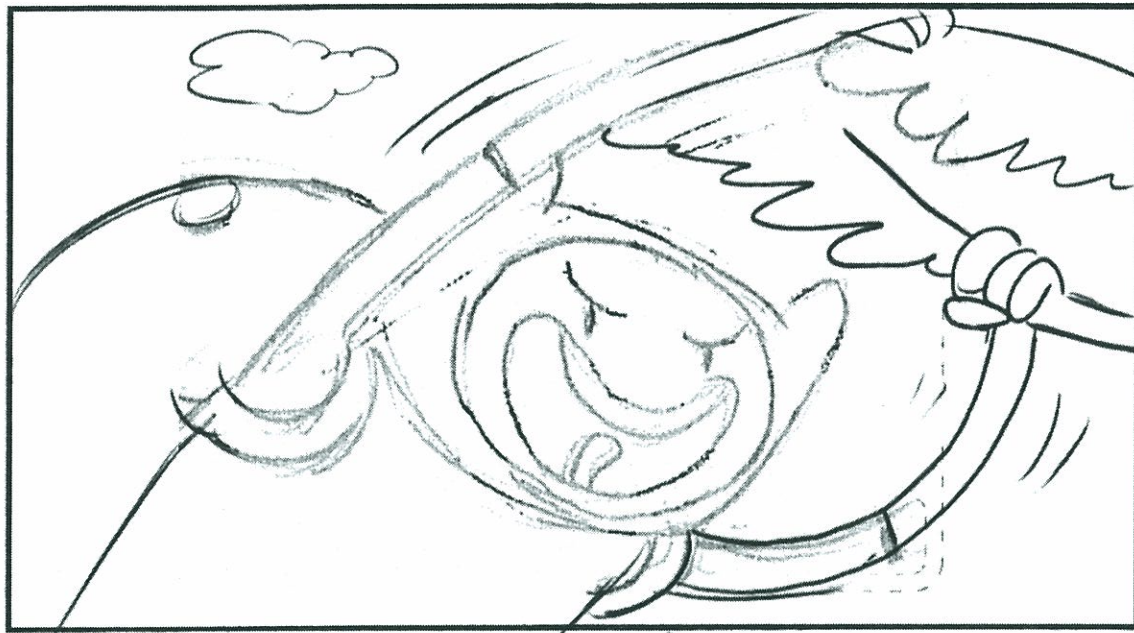
34

EPISODE # 692010

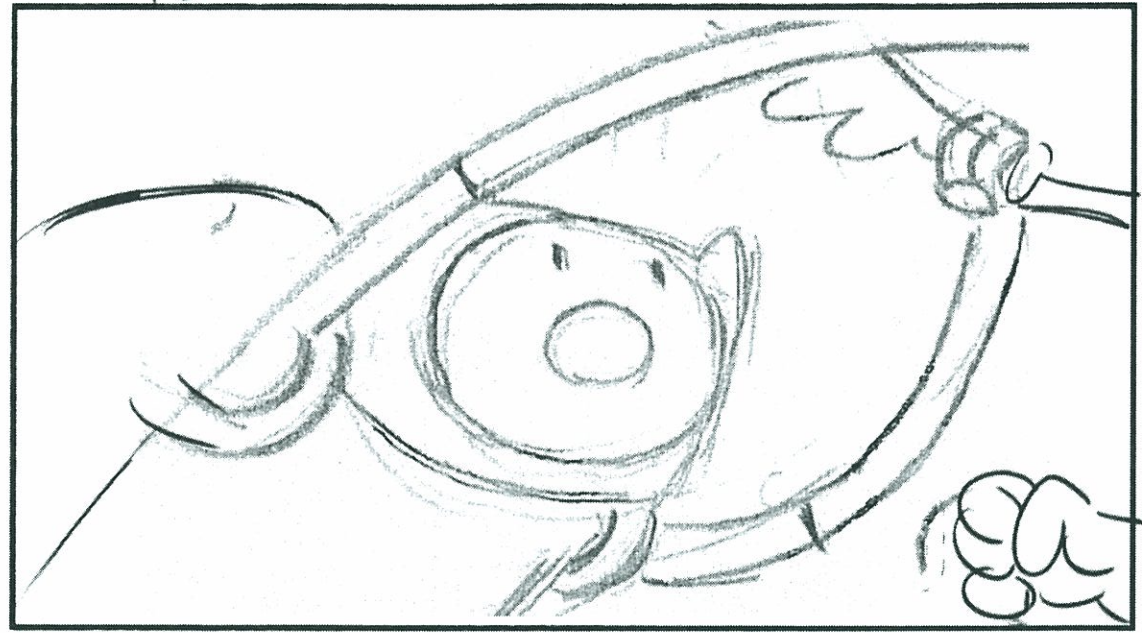
Production :



Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



Dialog:

FINN
I'm BETTER THAN THAT...

A. MOUNTAIN MAN (VO)
< SOBBING >
B. FINN
HUM?

Action:

Timing:

35

36

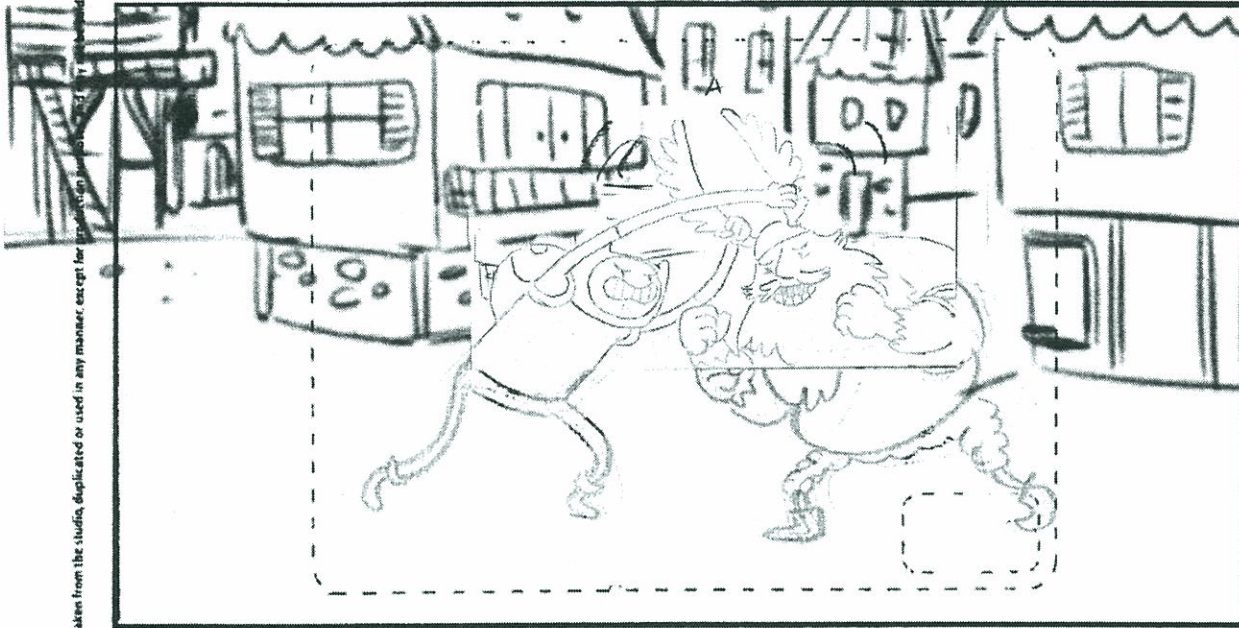
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Production :

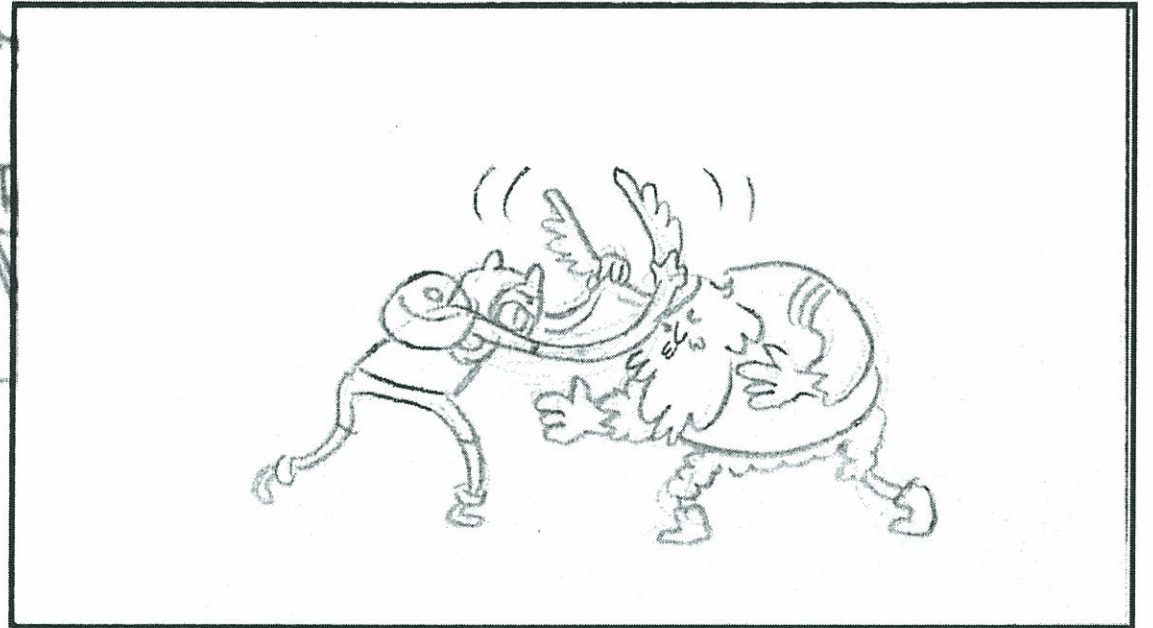


Page 12A

Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



Dialog: MOUNTAIN MAN (10)
< SOBBING >

Action:

Timing:

37

FINN
RRRRR...

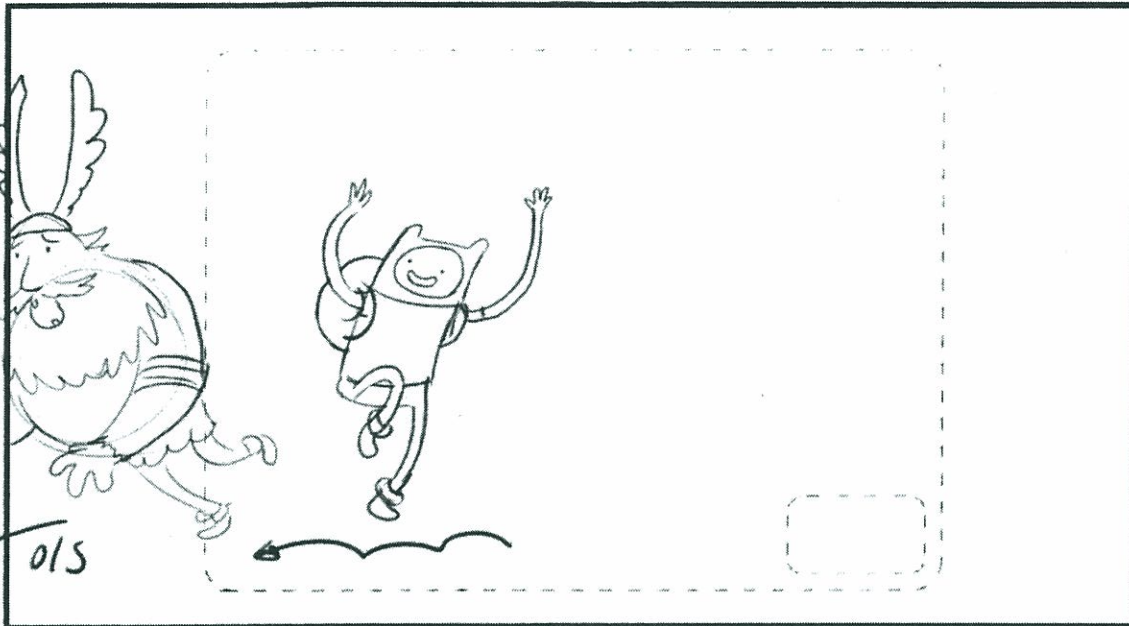
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EPISODE # 692010

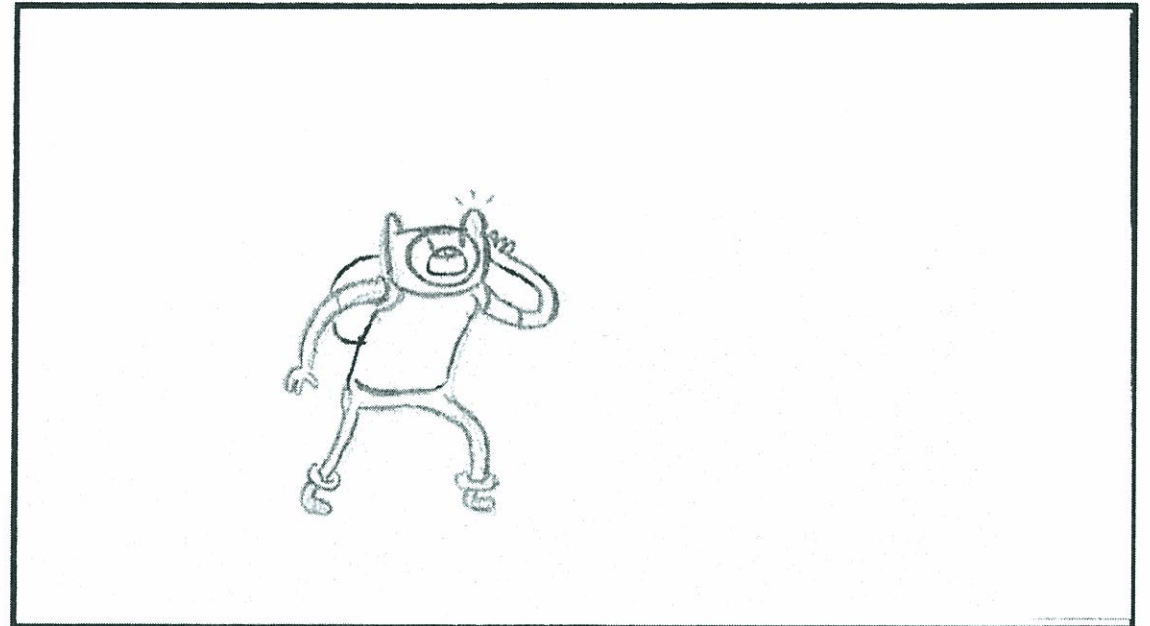
Production :



Sc. 14 Pnl. C Bg. day night



Sc. 14 Pnl. D Bg. day night



Dialog:

A. FINN
HAAH!
B. MARAUDER
WHOOAH! OOF!

Action:

FINN USES THE MARAUDER'S MOMENTUM
TO propel him 015!

Timing:

39

FINN
JAKE! DO YOU HEAR THAT?

40

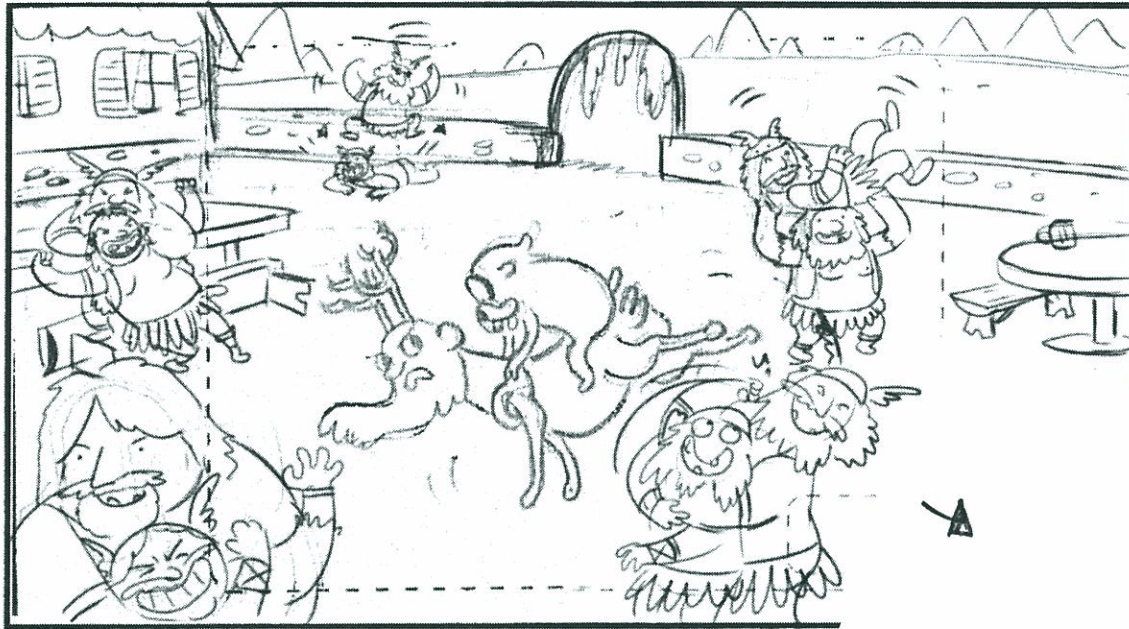
692010

EPISODE #

Production :



Sc. 15 Pnl. A Bg. day night



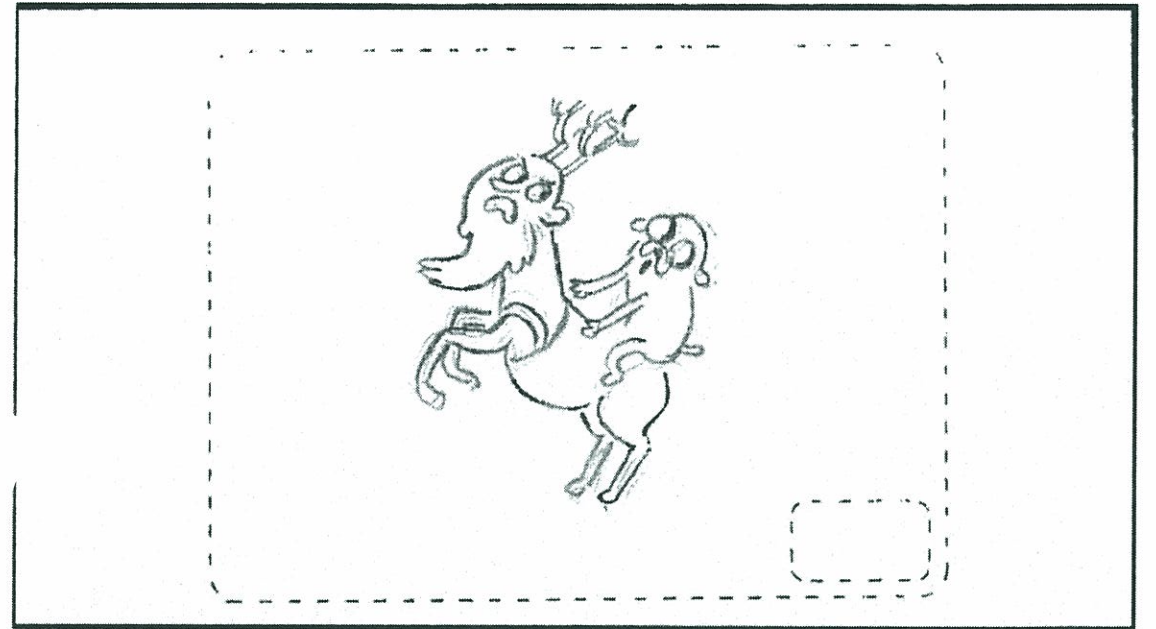
Dialog: JAKE
WHAT DID YOU SAY?

Action:

Timing:

41

Sc. 15 Pnl. B Bg. day night



JAKE: Wha...!

ANTIC

42

EPISODE # 692010

Production :



Sc. 15

Pnl. C

Bg.

day night

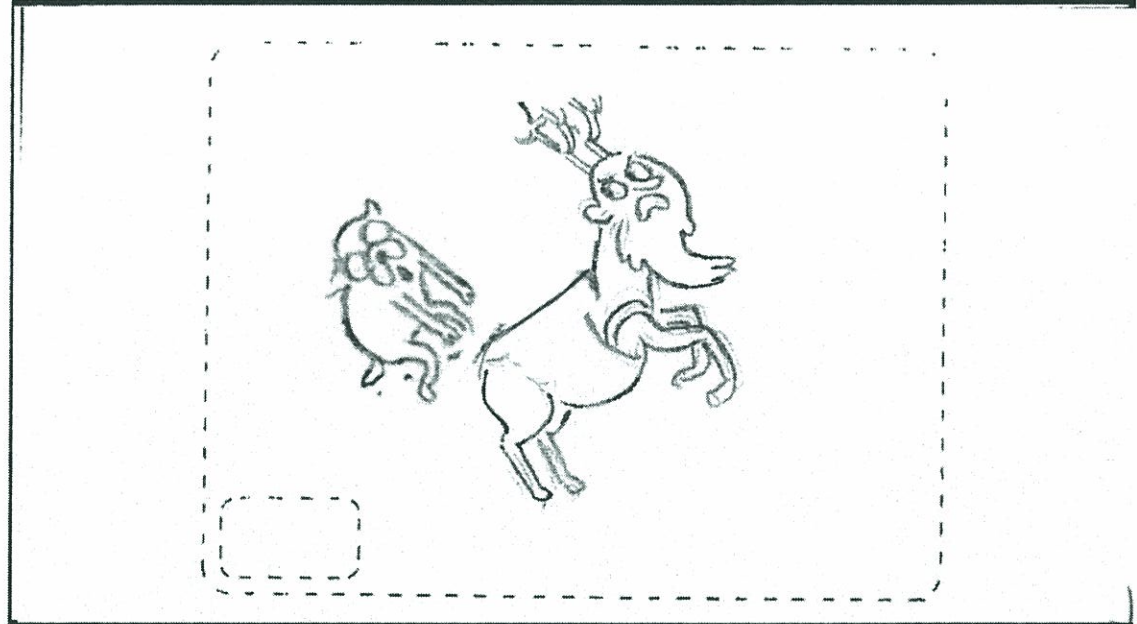


Sc. 15

Pnl. D

Bg.

day night



Dialog:

JAKE
WHOA!

Action:

Timing:

43

44

EPISODE # 692010

Production :

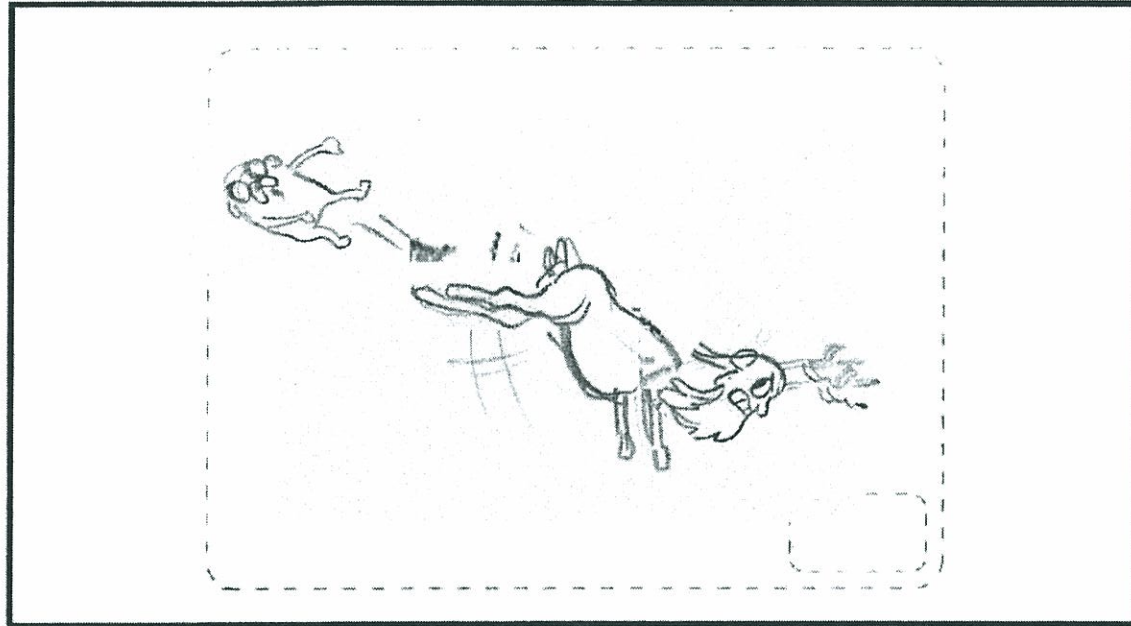


Sc. 15

Pnl. E

Bg.

day night

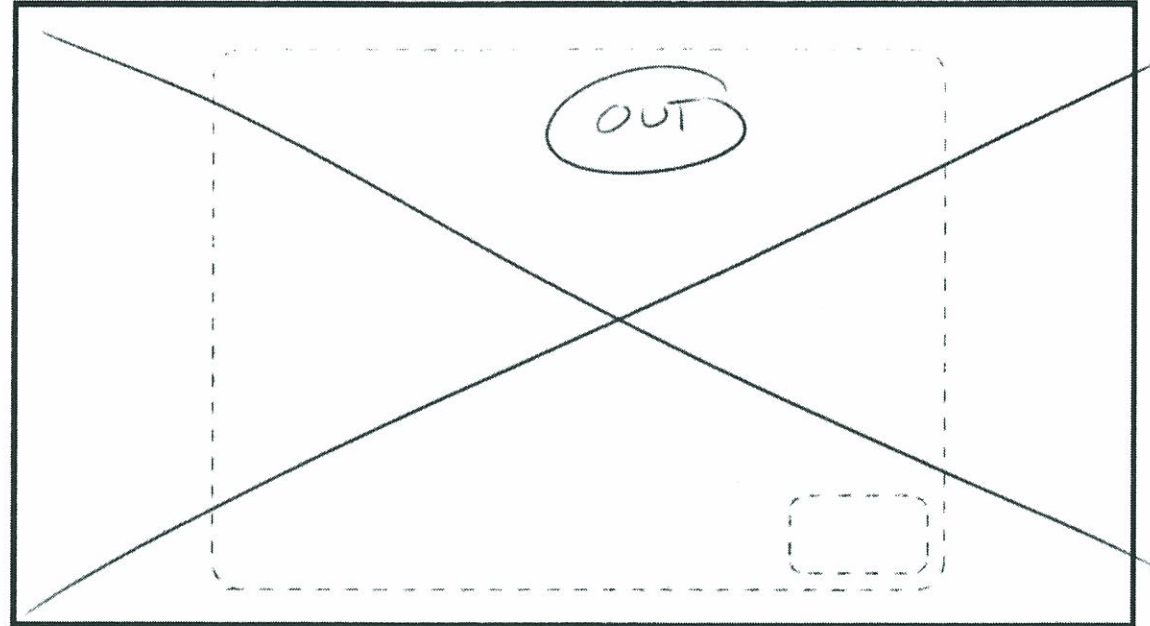


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

45

46

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ADVENTURE TIME



Sc. 17 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	(Mountain Man sobbing from O.S.)
Action:	
Timing:	

47

48

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ADVENTURE TIME

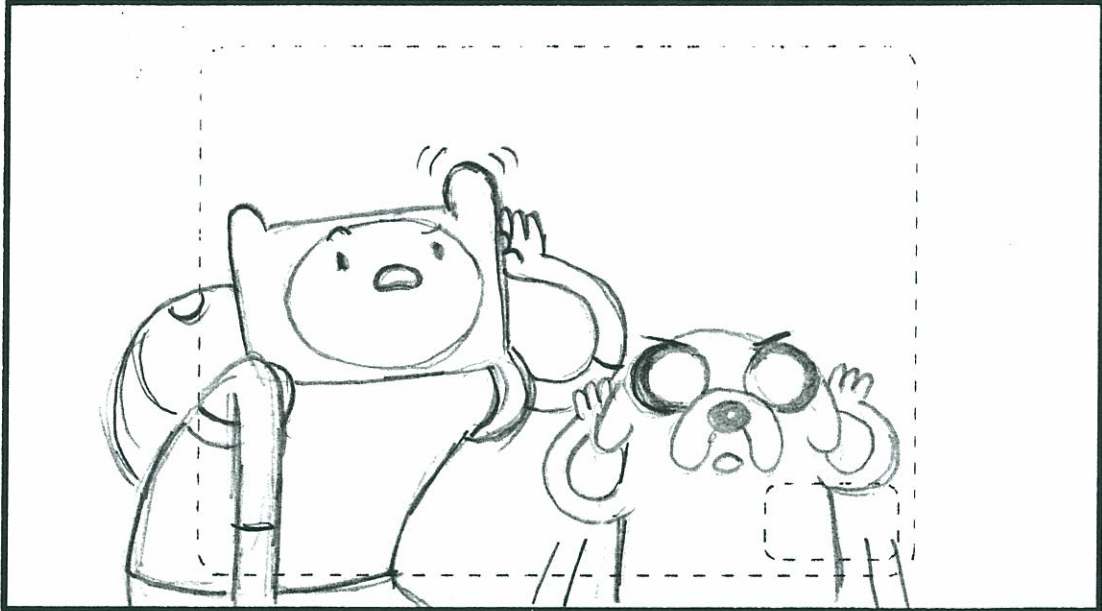


20

Sc. 18 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: F: I think someone's crying ...

J: What? Who?

Action:

Timing:

49

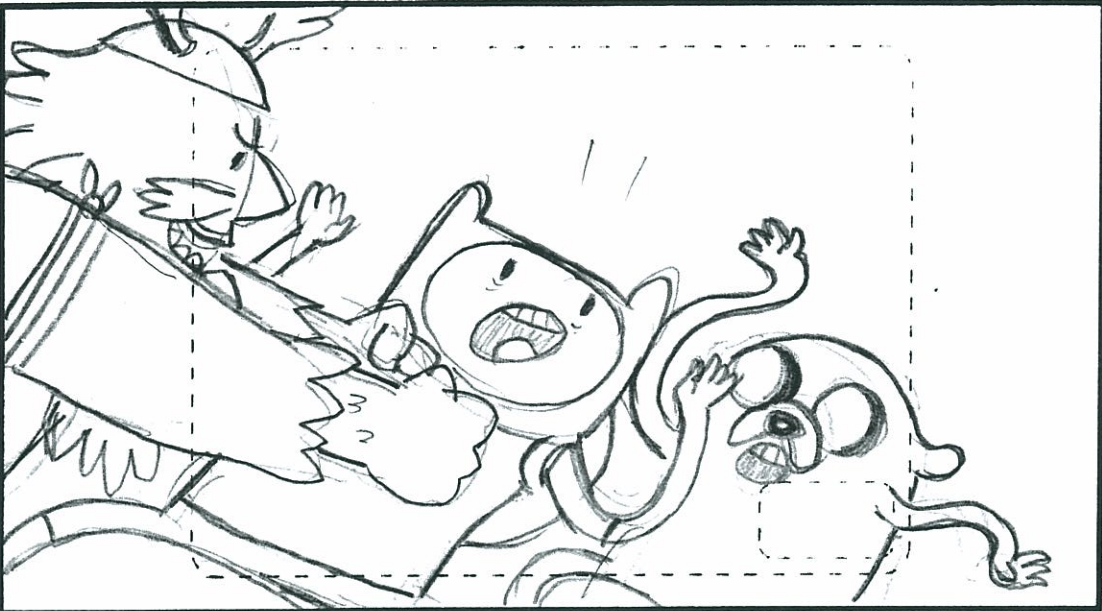
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EPISODE # 692010
Production :

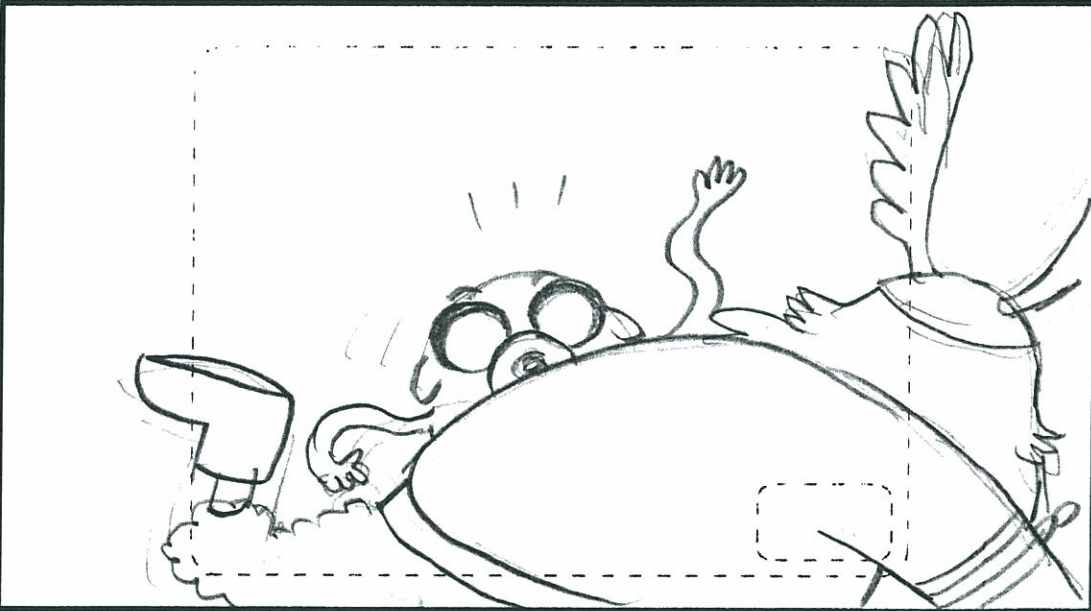
ADVENTURE TIME



Sc. 18 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



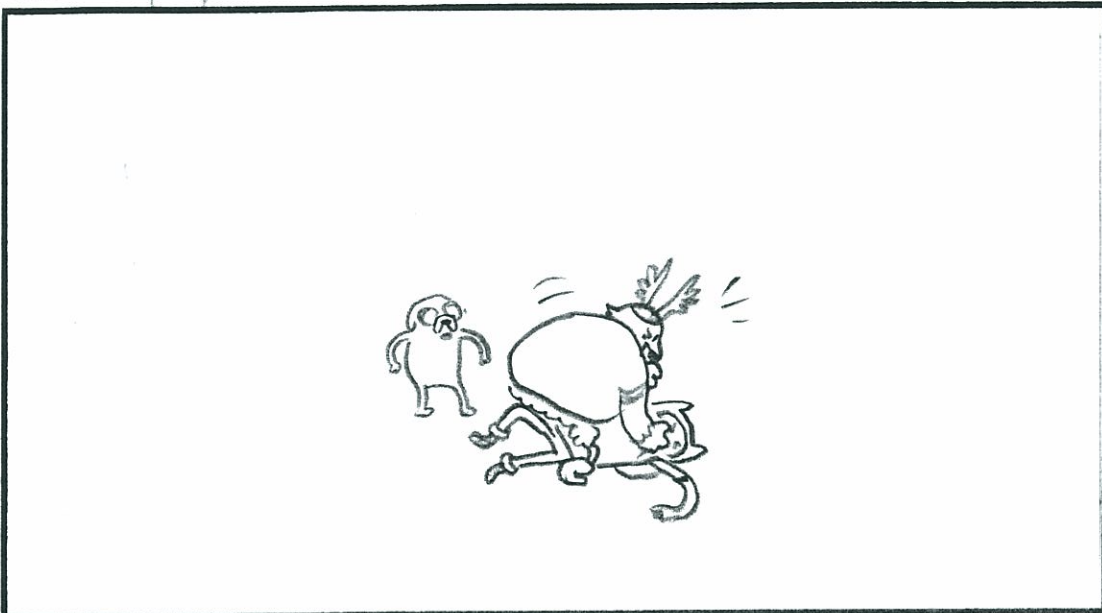
Dialog:	A. HM: RARR!! B. F: Whoa ~ !! C. J: AHH!
Action:	(Head Marauder tackles Finn)
Timing:	51 52

EPISODE # 692010
Production :

ADVENTURE TIME



Sc. 19 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: A. HM: H A H A !!
B. F: ARGHH !!

Action:

Timing:

53

54

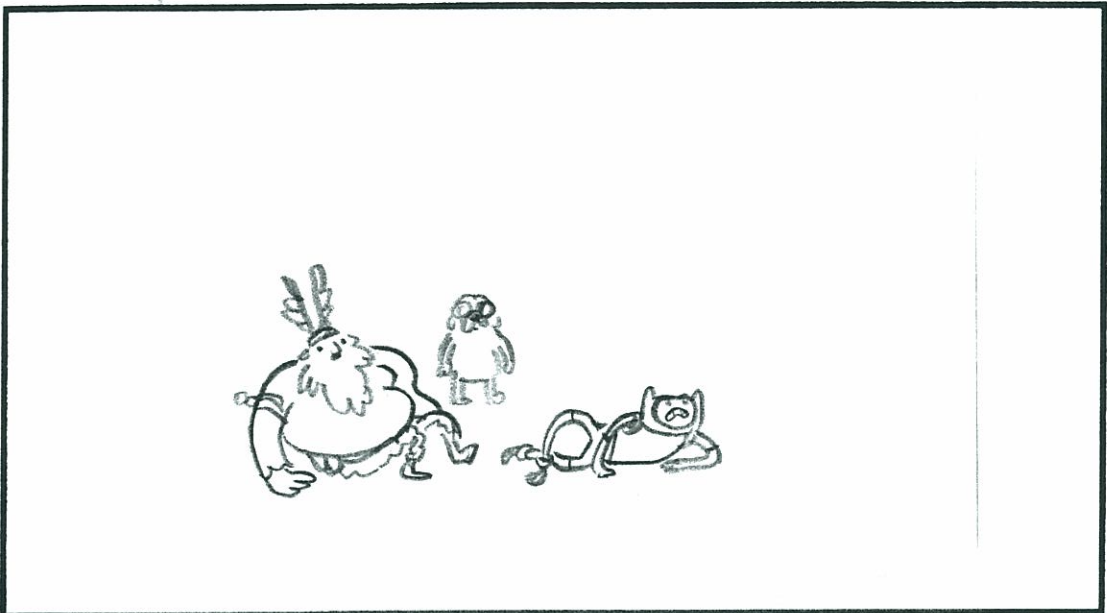
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ADVENTURE TIME



Sc. 19 Pnl. C Bg. day night



Sc. 20 Pnl. A Bg. day night Page 23



Dialog:	<p>(F) This is serious..</p> <p>F: I gotta go find out</p>
Action:	
Timing:	<p>55</p> <p>56</p>

EPISODE # 692010
Production :

ADVENTURE TIME



Sc. 20 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	F: Where that crying is coming from ..	HM: Woh!
Action:		
Timing:		

57

58

EPISODE # 692010 Production :

ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: HM! Get back here you CHICKEENN!!!

M# , M# : OHhh~!

Action: (Marauders enters screen)

Timing:

59

60

EPISODE # 692010

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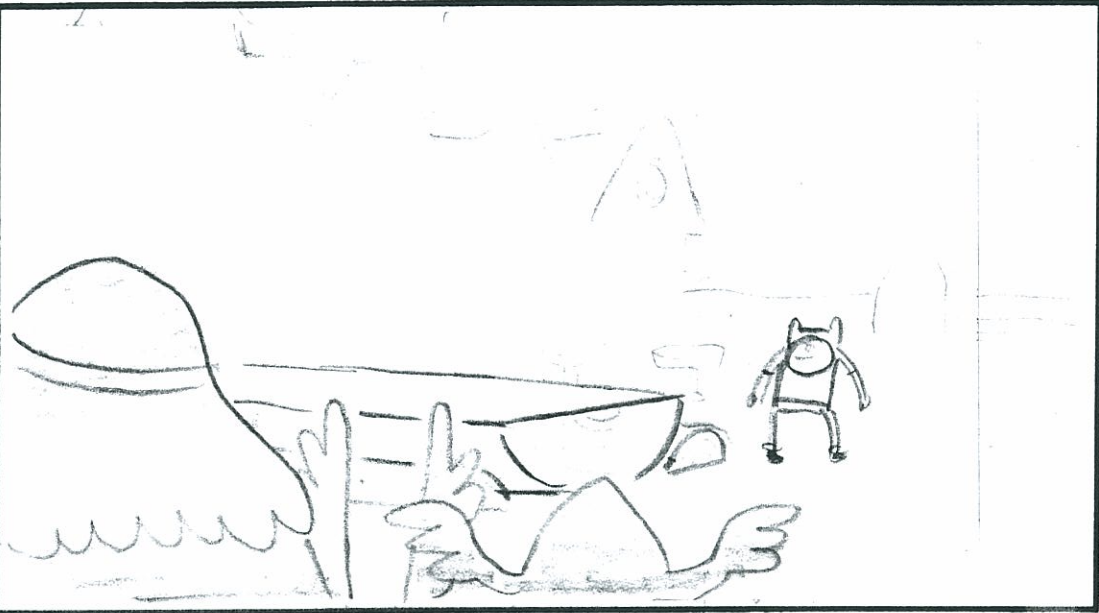
ADVENTURE TIME



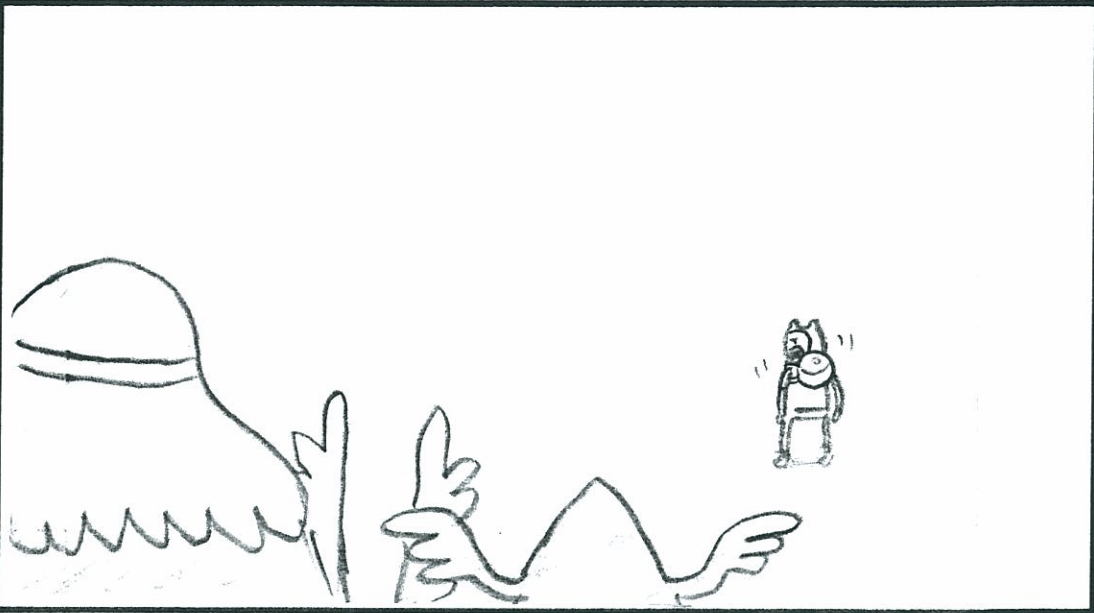
(NEXT P4 28)

Page 26

Sc. 22 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: What did you call me?
Action:	
Timing:	

61

62

EPISODE # 692010

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ADVENTURE TIME



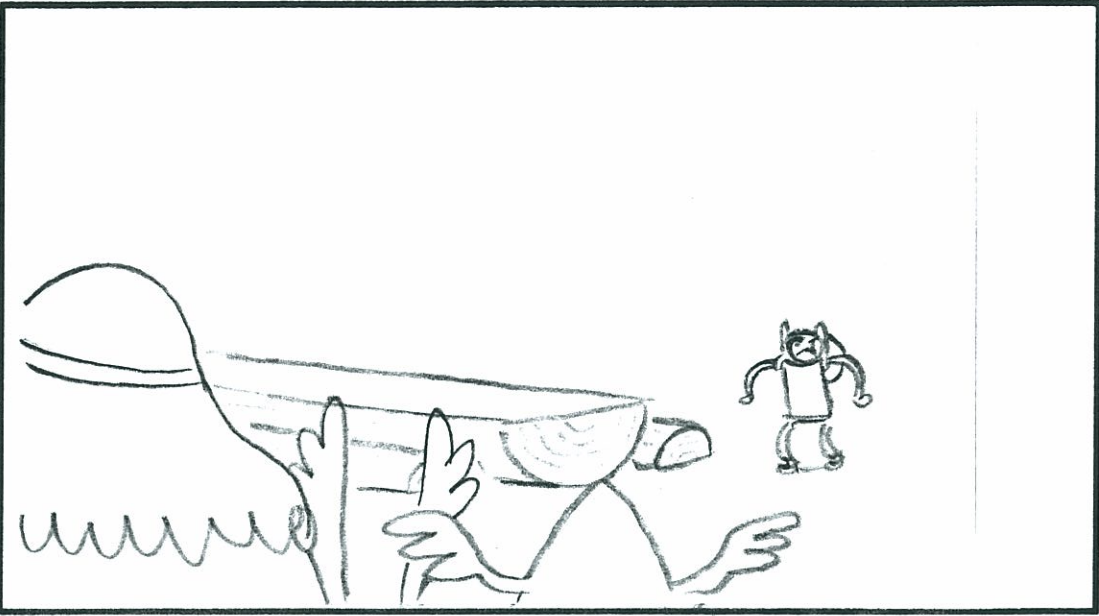
(PREV. PG. 26)

Page 28

Sc. 23 Pnl. B Bg. day night



Sc. 24 Pnl. A Bg. day night



Dialog:	M: You can't just walk away from a rough house!
Action:	
Timing:	
	63
	64

EPISODE # 692010
Production :

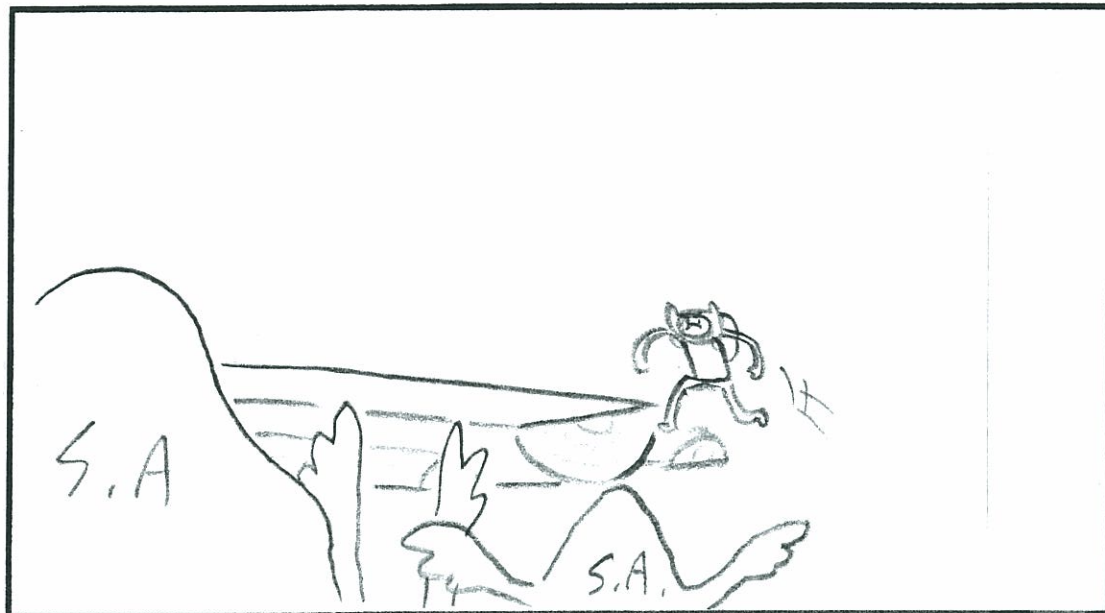
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ADVENTURE TIME

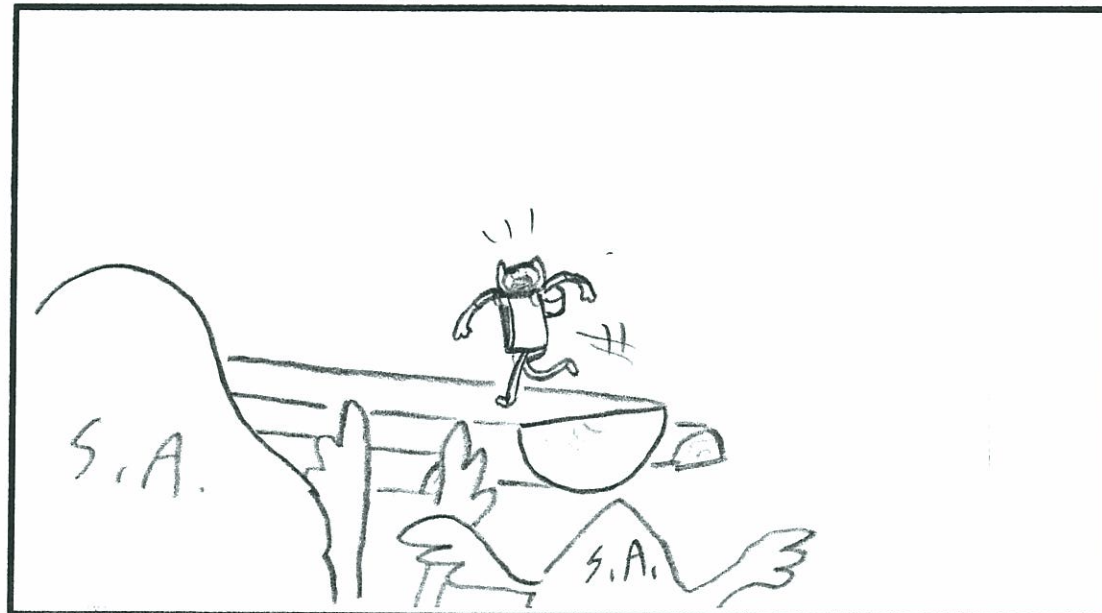


Page 29

Sc. 24 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

F: Hey!!

Action:

Timing:

65

66

EPISODE # 692010
Production :

ADVENTURE TIME



Sc. 25 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<u>F: Listen up</u>	<u>You cold hearted</u>
Action:		<u>Marauders!</u>
Timing:		<div>ALT: F Listen up you cold hearted Necrotic Air ship mauraders!</div>

67

68

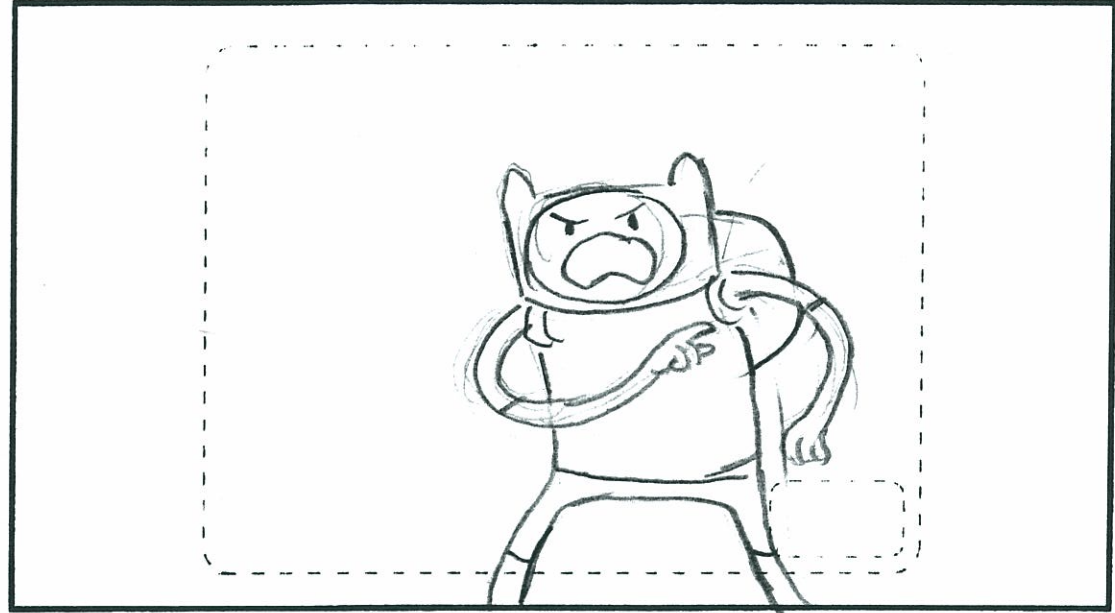
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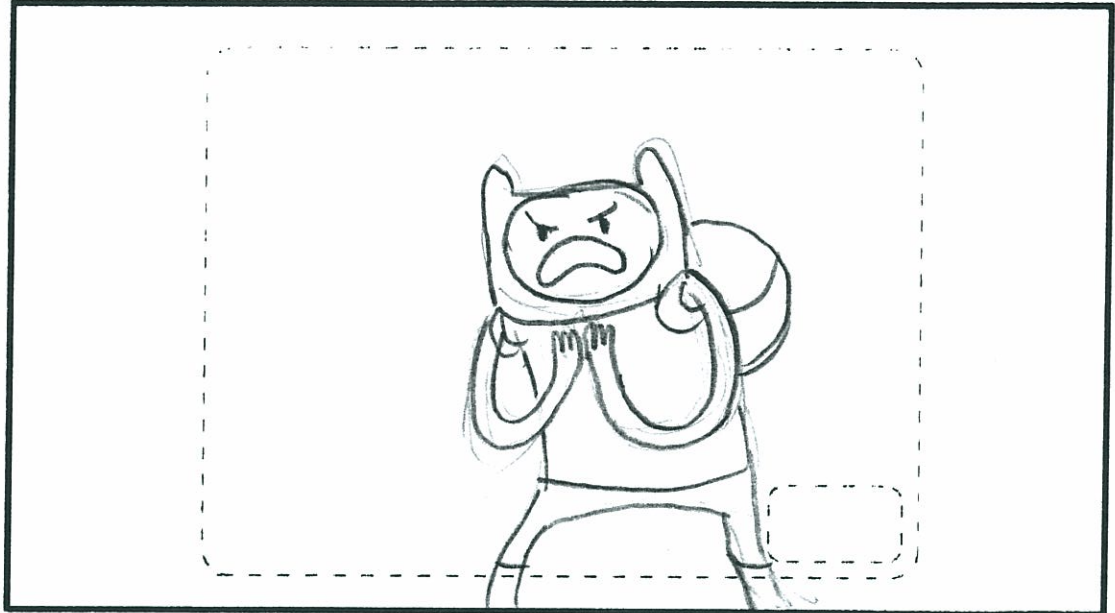
ADVENTURE TIME



Sc. 25 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	F: Somebody's out there crying for help	F: And I'm not gonna ignore that!
Action:		
Timing:		

69

70

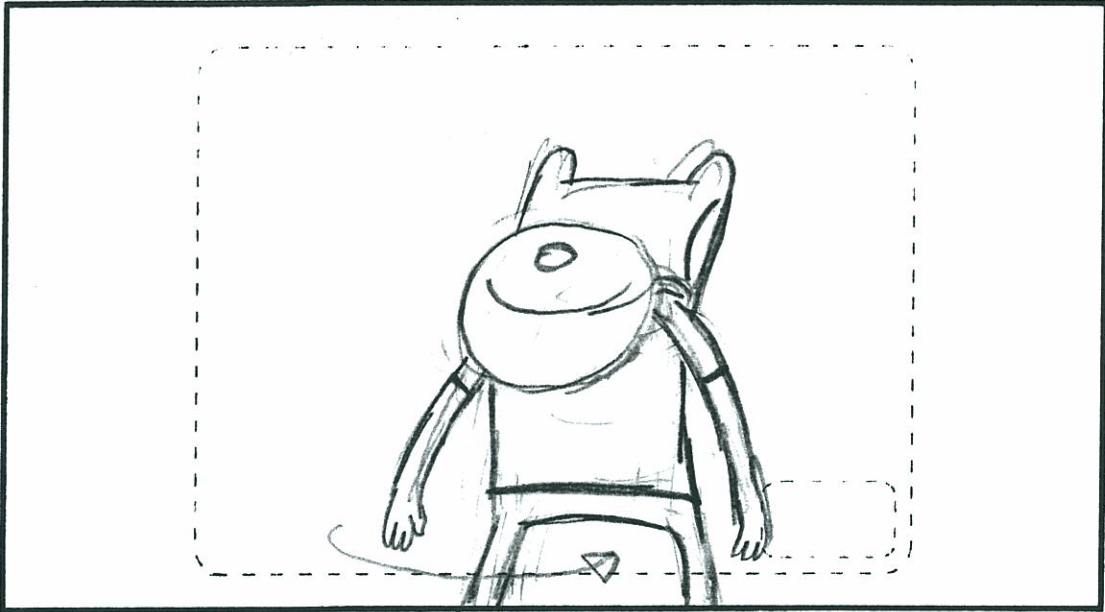
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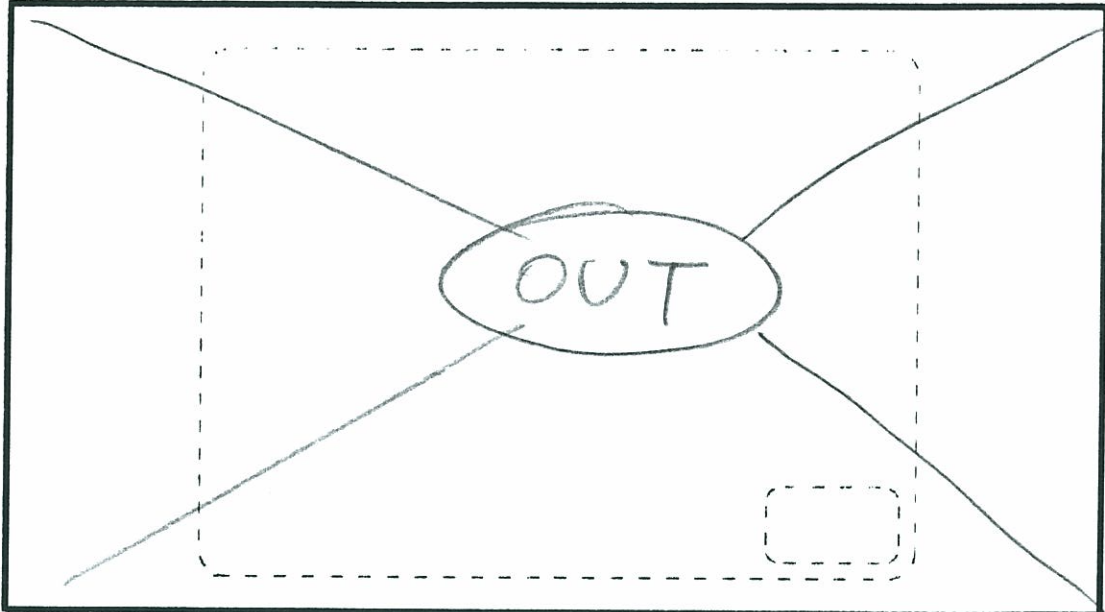
ADVENTURE TIME



Sc. 25 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

(Finn turns around)

Timing:

71

72

EPISODE #

692010

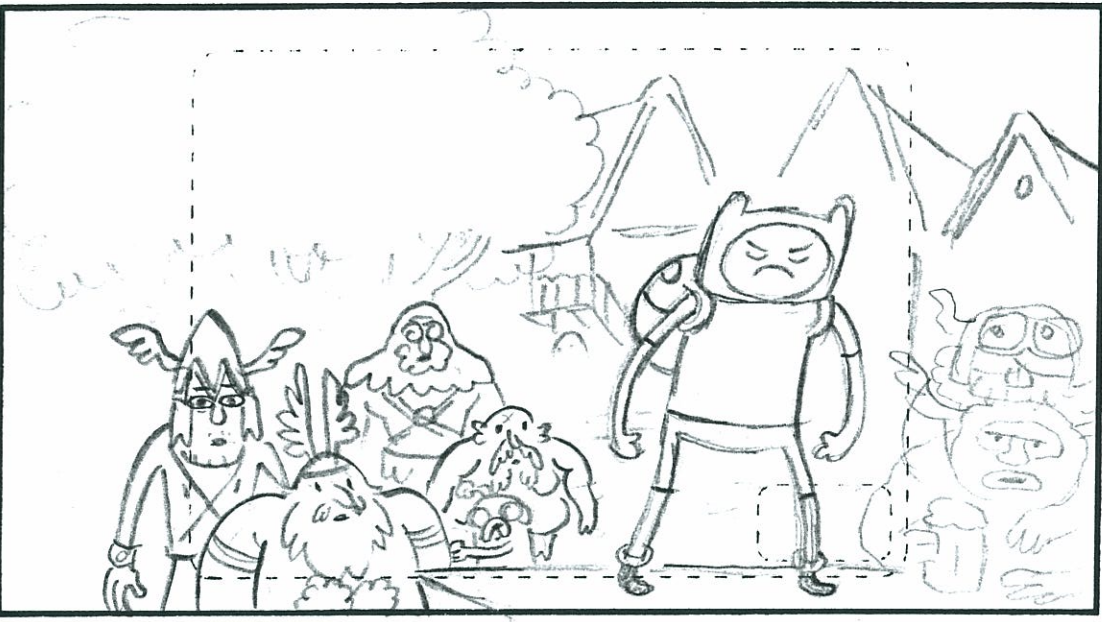
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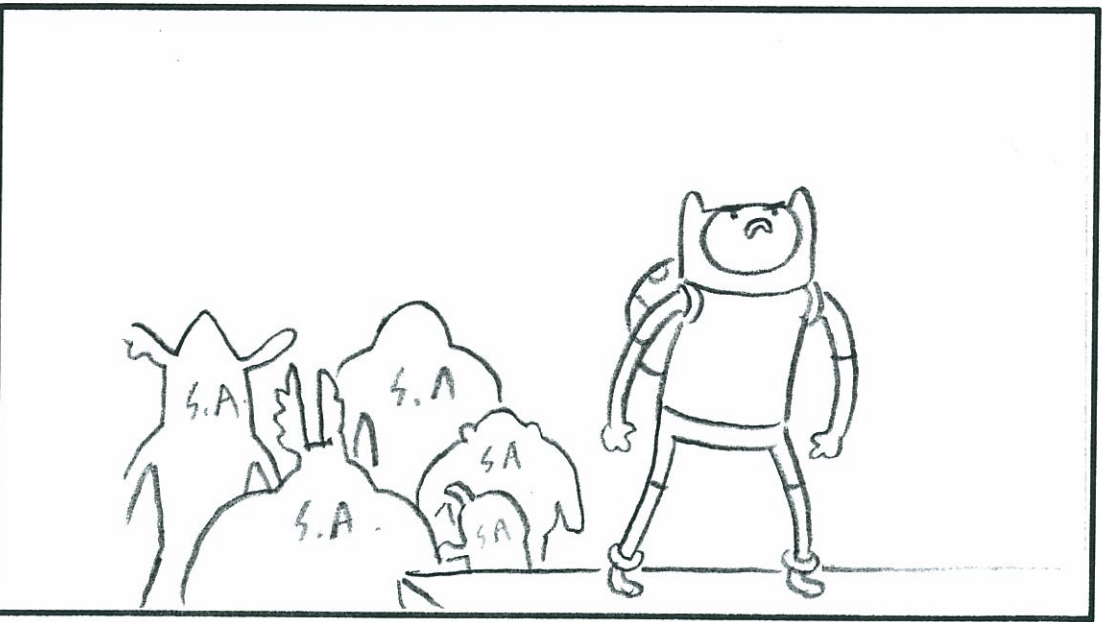
ADVENTURE TIME



Sc. 26 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: A long time ago when I was a baby...
Action:	
Timing:	

73

74

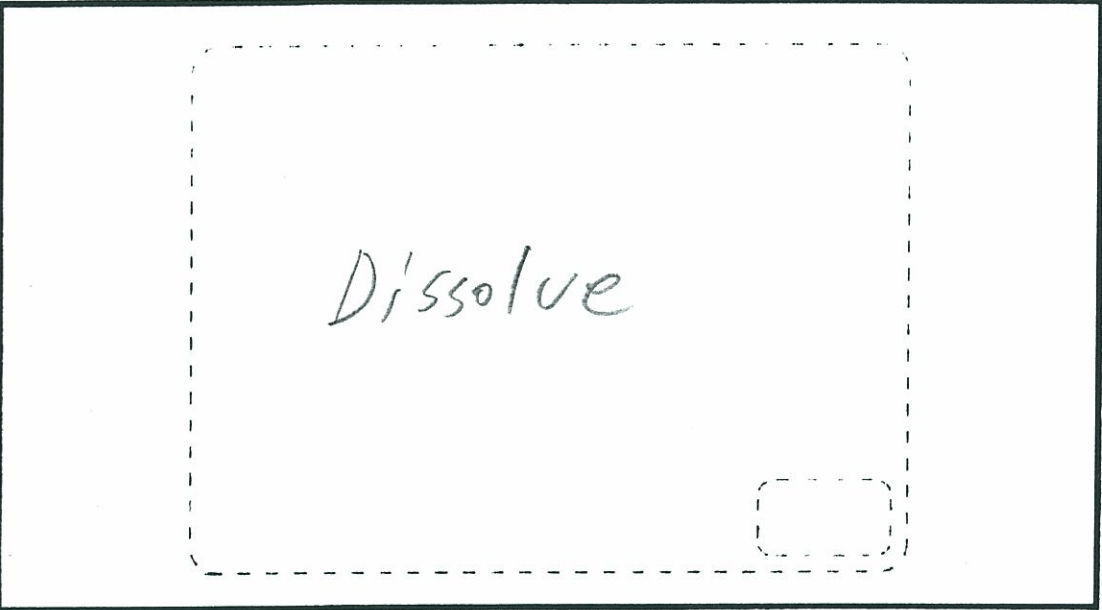
EPISODE # 692010
Production :

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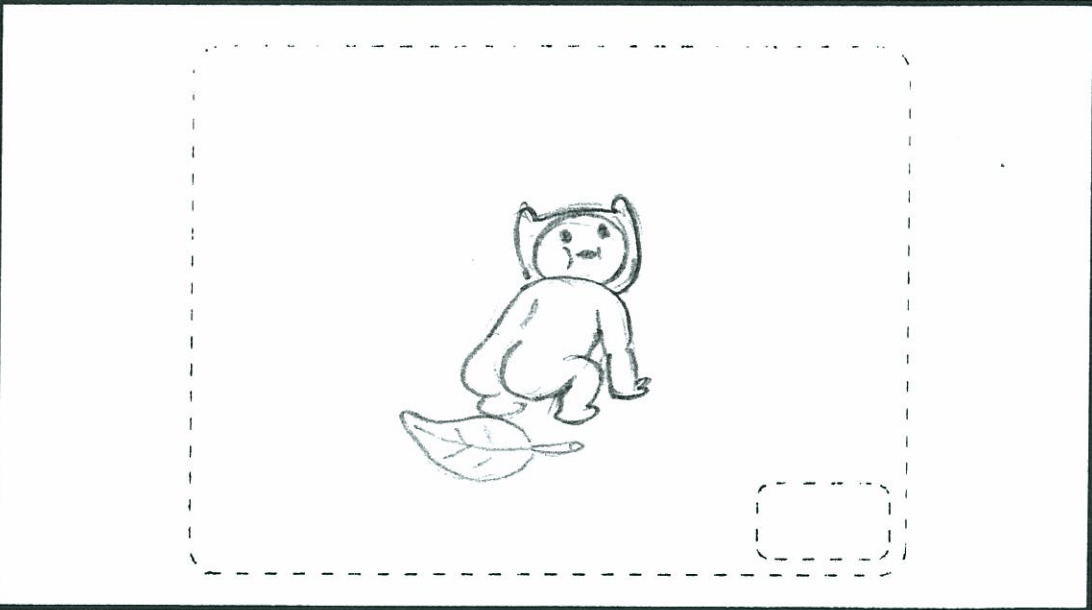
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 27 Pnl. A Bg. day night



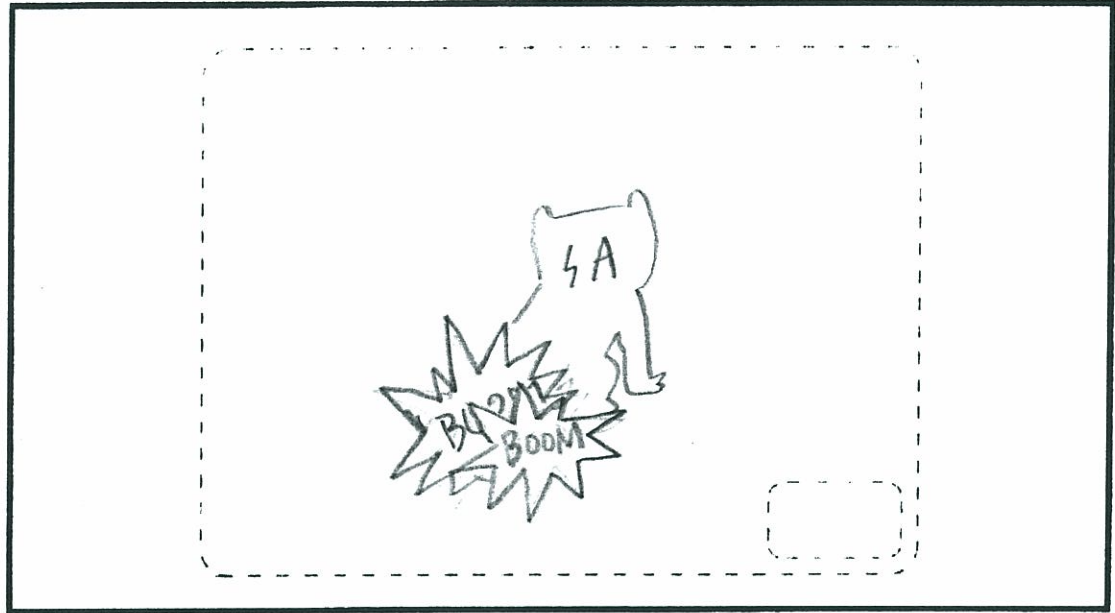
Dialog:	<p>A F: I went Boom Boom (V.O.) on a leaf. B. BABY FINN: Baby walla through sequence</p>
Action:	<p>Dissolve to Finn's Flashback</p>
Timing:	<div style="display: flex; justify-content: space-between;"><div><p>75</p></div><div><p>76</p></div></div>

EPISODE # 692010
Production :

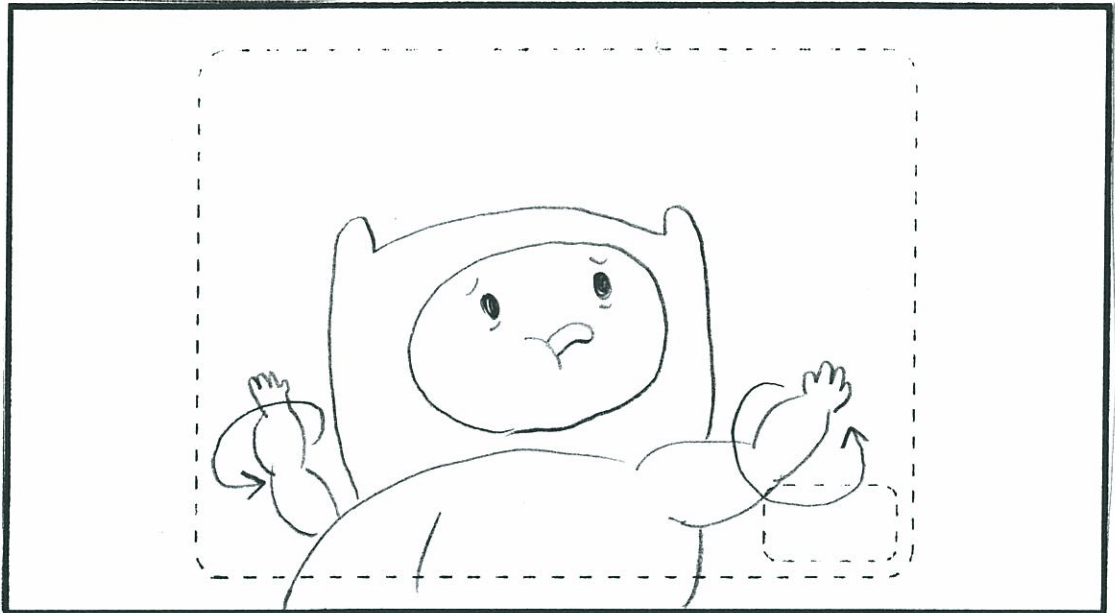
ADVENTURE TIME



Sc. 27 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

Action:

Timing:

F: Then I fell backwards

77 78

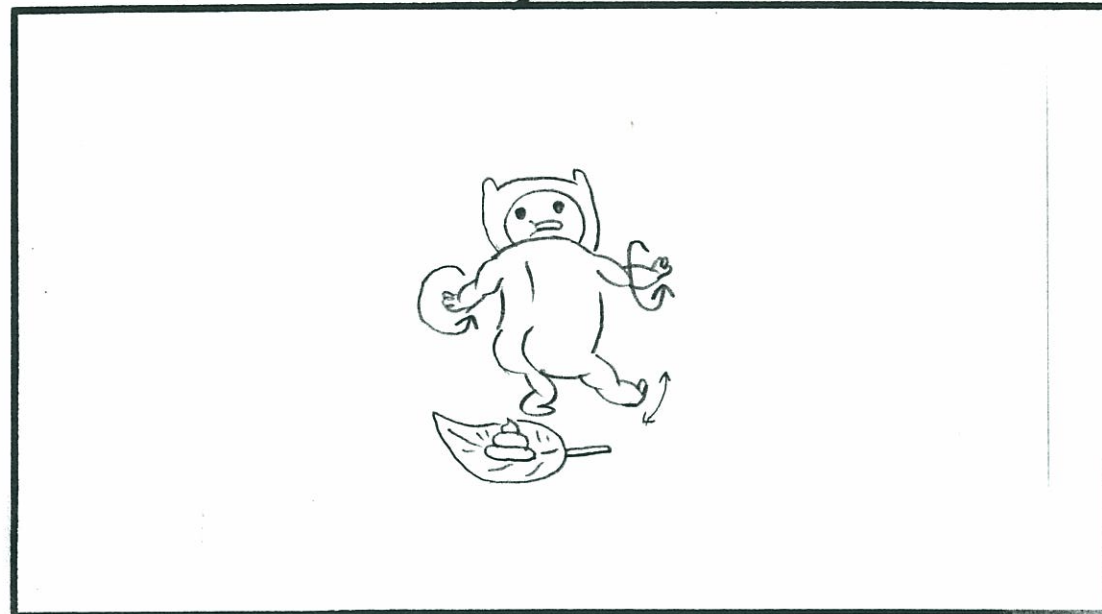
EPISODE # 692010 Production :

ADVENTURE TIME

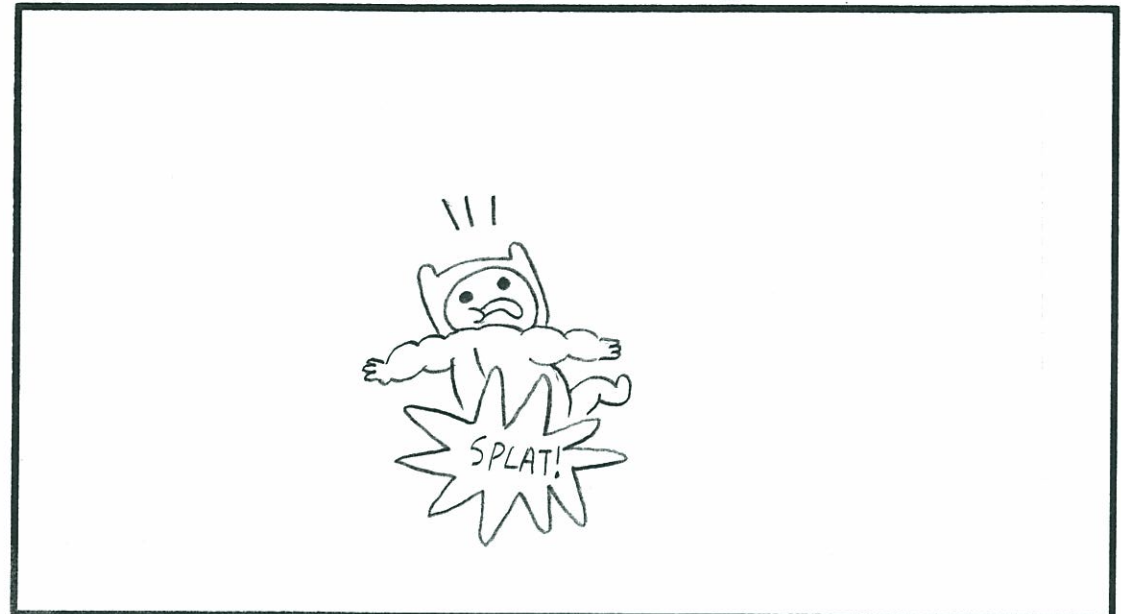


Page 35 ^A

Sc. 27 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

(F: (V.O)) and sat in my
own boom boom.

BABY FINN: HUH?!

Action:

Timing:

79

80

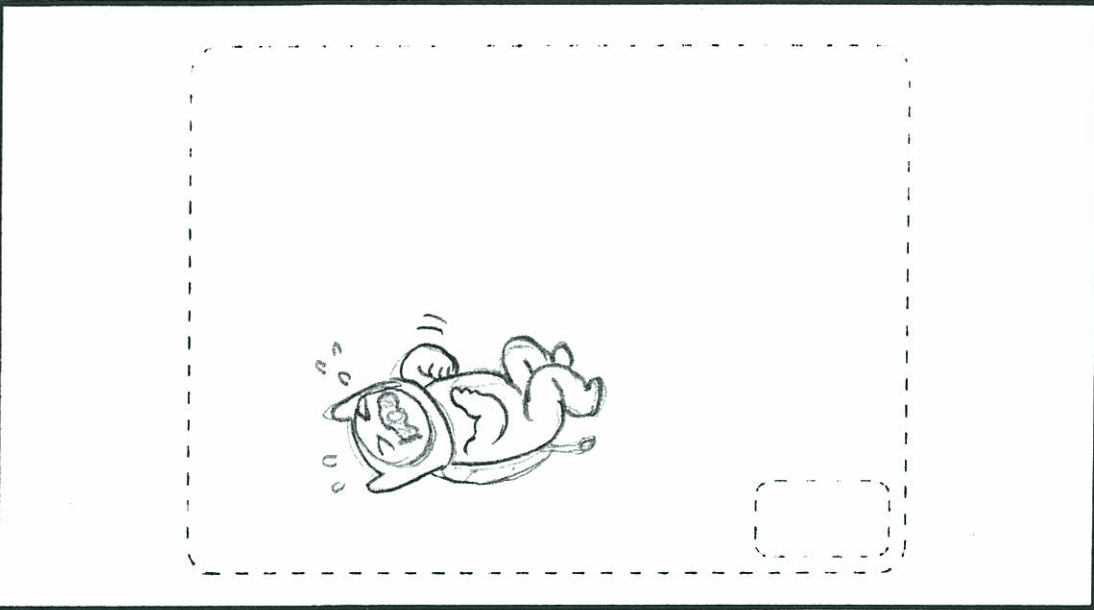
EPISODE # 692010

Production :

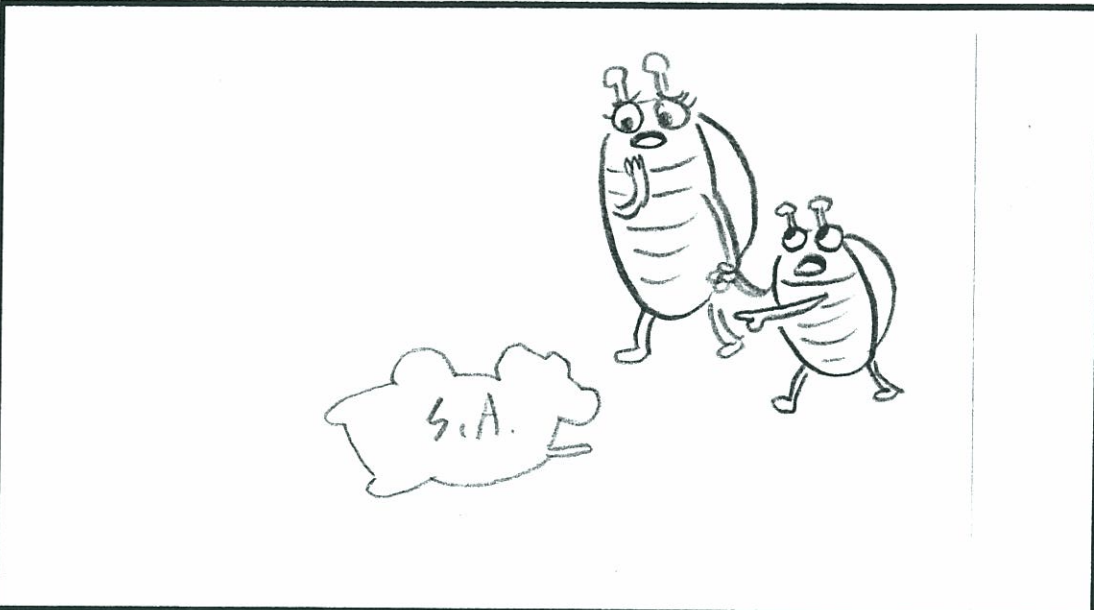
ADVENTURE TIME



Sc. 27 Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



Dialog:
A. F: (V.O.) I cried for a day ...
B. BABY FINN: <CRYING>

(BUG CHILD) "Look mommy!"

Action:

Timing:

81 82

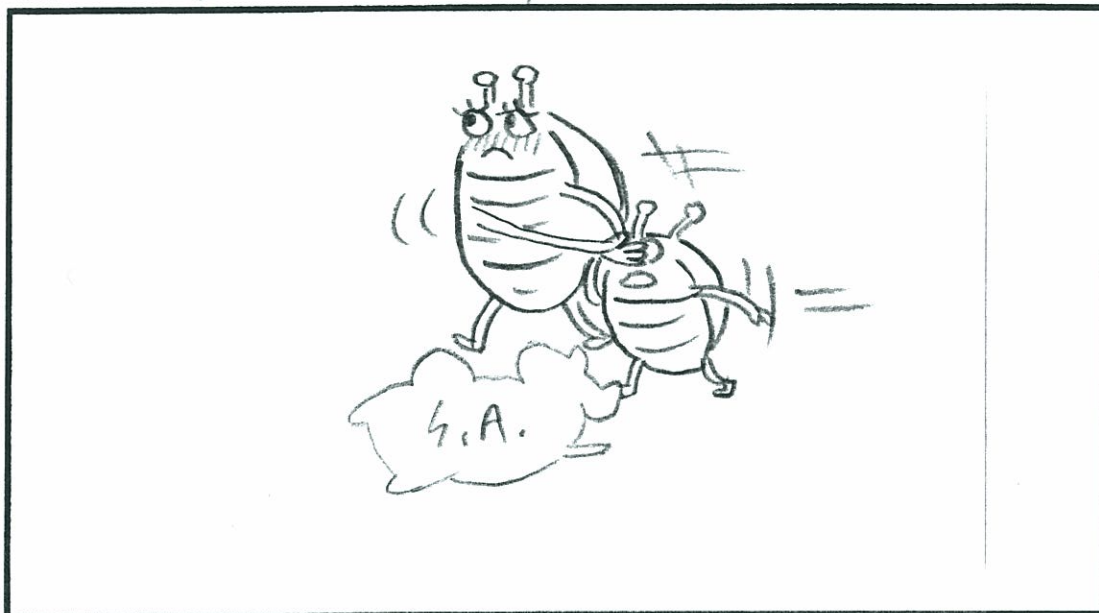
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ADVENTURE TIME

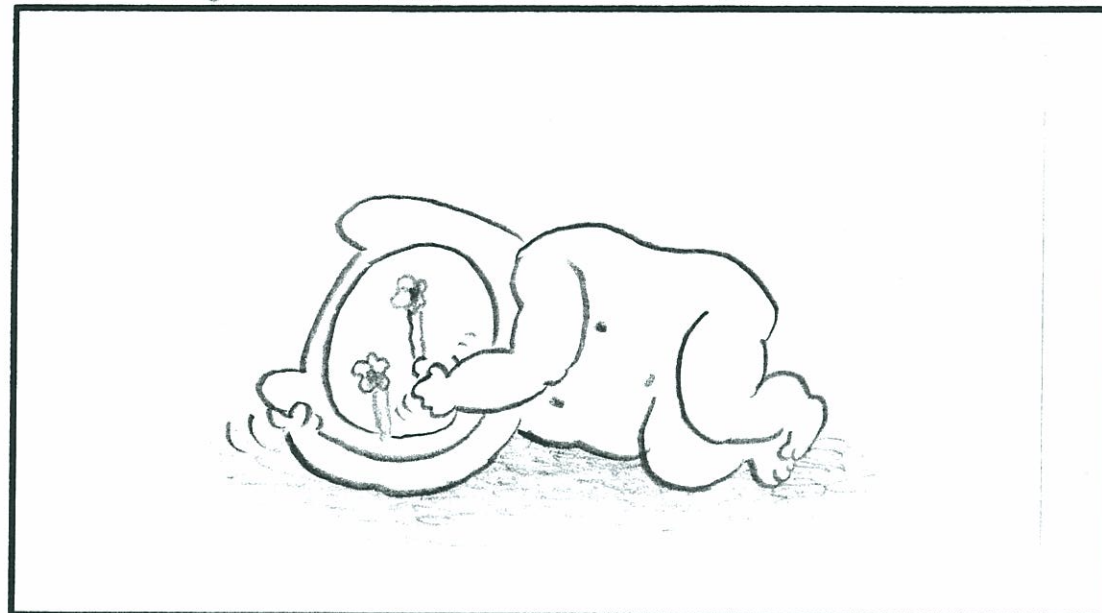


Page 37

Sc. 27 Pnl. F Bg. day night



Sc. 28 Pnl. A Bg. day night



Dialog: F: but no one came to
(V.O.) help me ...

A. F: That day I vowed to
(V.O.) help anyone in need, no matter
how small their problem...

Action: (Bug lady covers her kid's
eye's and quickly walks away)

B. (Finn sucks his thumb
while touching his ear)

Timing:

83

84

692010

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Dissolve

Sc. 29 Pnl. A Bg. day night

Dialog:

Action: (Dissolve back to Beer Garden)

Timing:

85 86

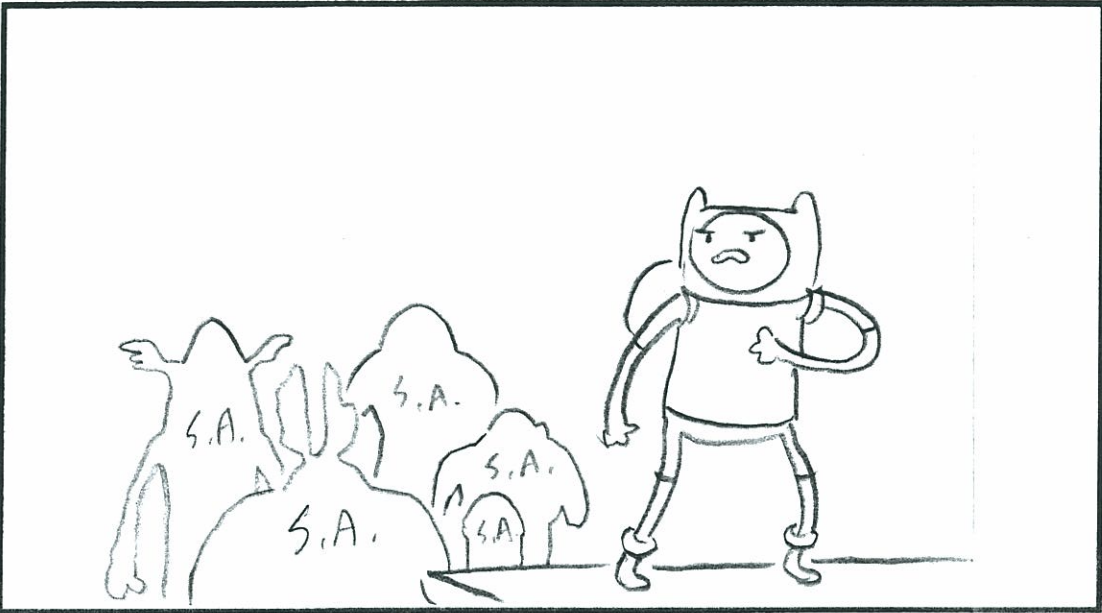
692010
EPISODE #
Production :

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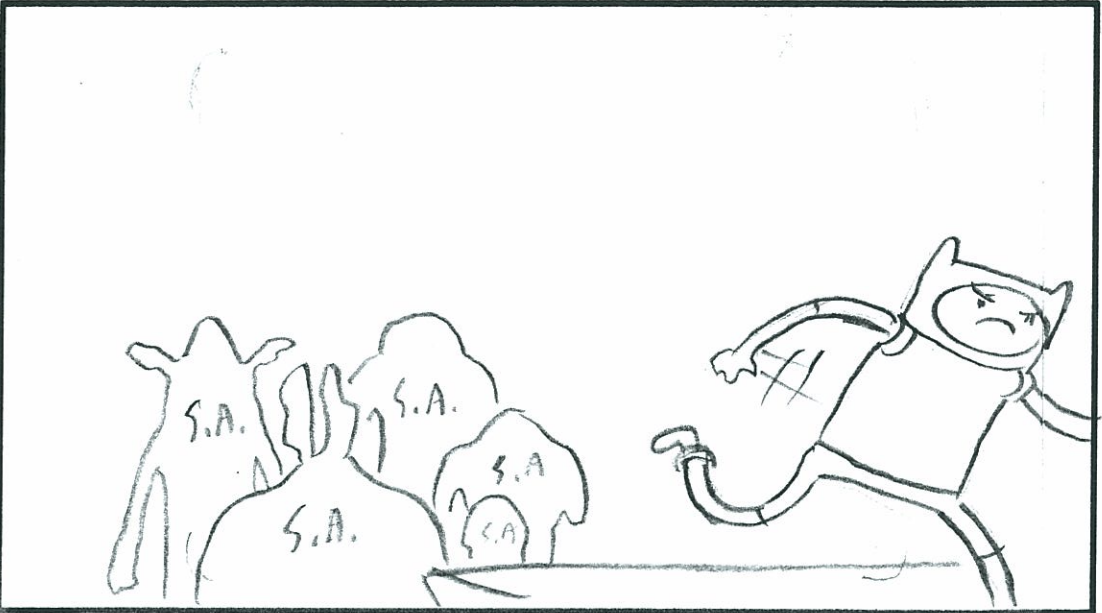
ADVENTURE TIME



Sc. 29 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	F: And that's why I need to go...
Action:	(Finn jumps off table...)
Timing:	

87

88

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ADVENTURE TIME



Sc. 30 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<p>.....</p> <p>* clap clap *</p>
Action:	<p>(HM starts clapping)</p>
Timing:	

89

90

EPISODE # 692010
Production :

ADVENTURE TIME



Sc. 30 Pnl. C Bg. day night



Dialog:
Marauders: Woo ~!
Yeah !!

Action:
(Marauders
clapping & Whistling)

Timing:

91

Sc. Pnl. D Bg. day night



J: He still cries when he poops.
Thanks for being cool guys..
we'll be back after we help whoever's upset.

92

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ADVENTURE TIME



Sc. 30 Pnl. E Bg. day night



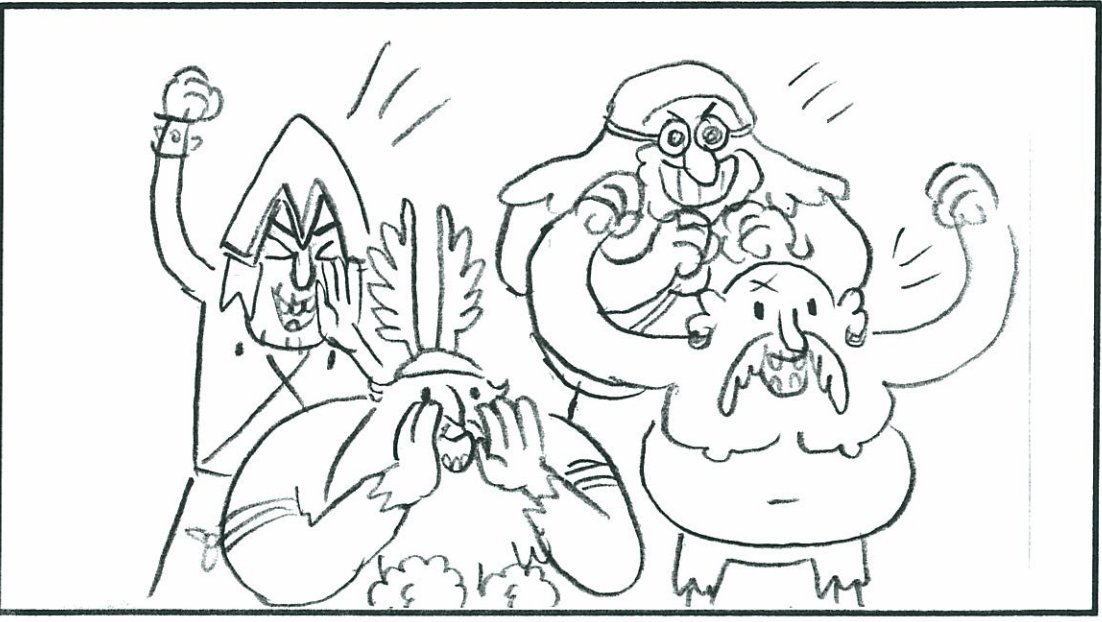
Dialog: J: wait up Fian!!

Action:

Timing:

93

Sc. Pnl. F Bg. day night



M: Yeah Jake!!
(walla) Woohoo! Go Jake!!

(Marauders cheering even harder.)

94

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ADVENTURE TIME



(NEXT Pg. 45)

Page 43

Sc. 30 Pnl. 4 Bg. day night



Sc. Pnl. H Bg. day night



Dialog:

Action: (Marauders start rough housing as they cheer) X CUT X

Timing:

95

96

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ADVENTURE TIME



(PREVIOUS
pg. 43)

Page 46

Sc. 32 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:

① O.S. CRYING CONTINUES

Action:

- FIN & JAKE RUN OUTSIDE VILLAGE
- BOLDERS SLOWLY ROLL INTO SHOT

Timing:

97 98

EPISODE # 692010

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(J:) it's coming from up there!
Action:	(boulders rolling towards camera.)
Timing:	

99

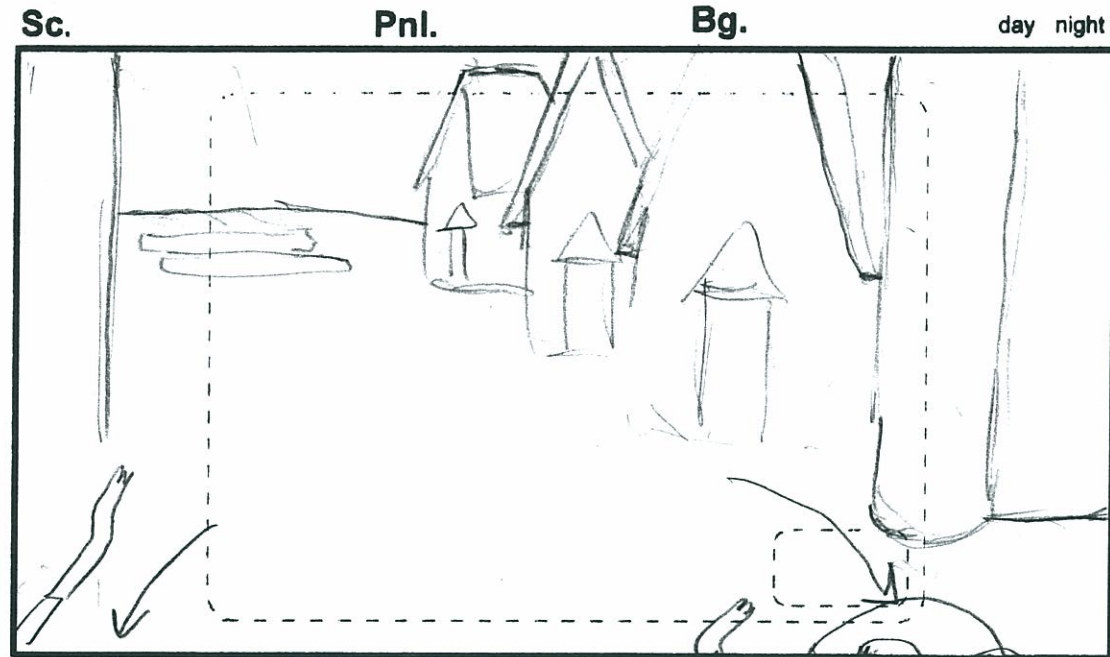
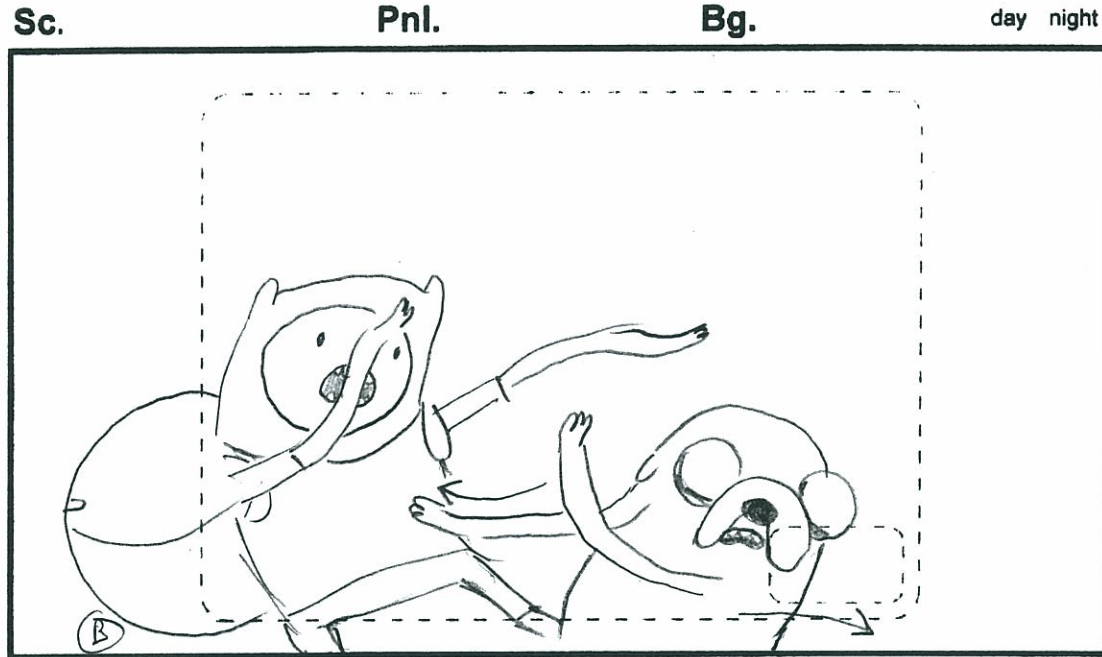
100

EPISODE # 692010
Production :

ADVENTURE TIME



Page 47



Dialog:

⑤: woh! get down!

cut

cut

Action:



Jake pushes Finn and
ducks screen right.

Timing:

101

102

EPISODE # 692010

Production :

ADVENTURE TIME



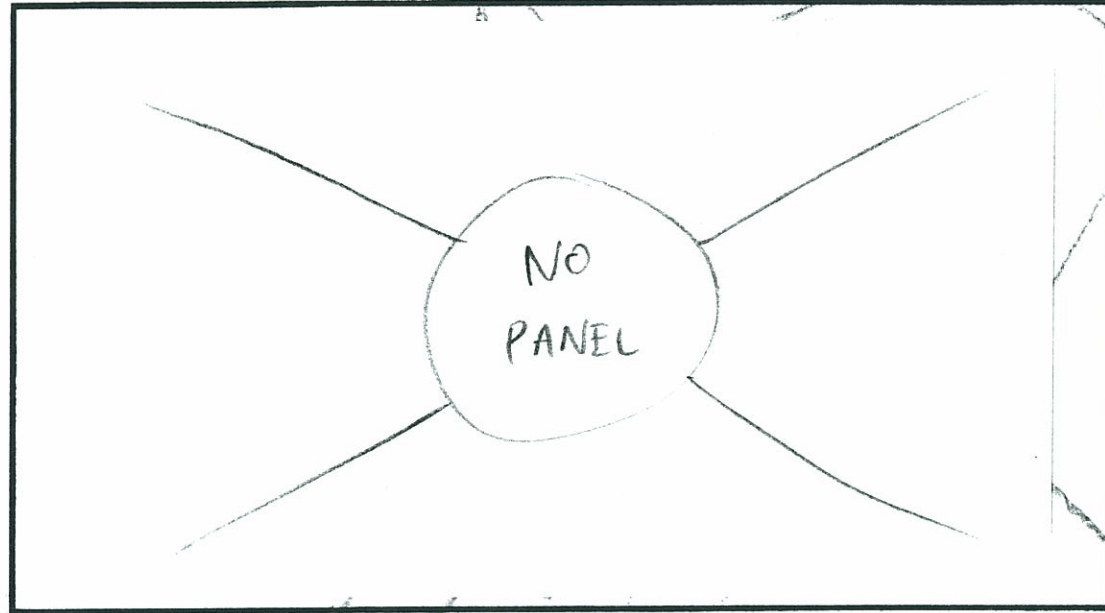
Page 48

Sc. 34

Pnl. A

Bg.

day night

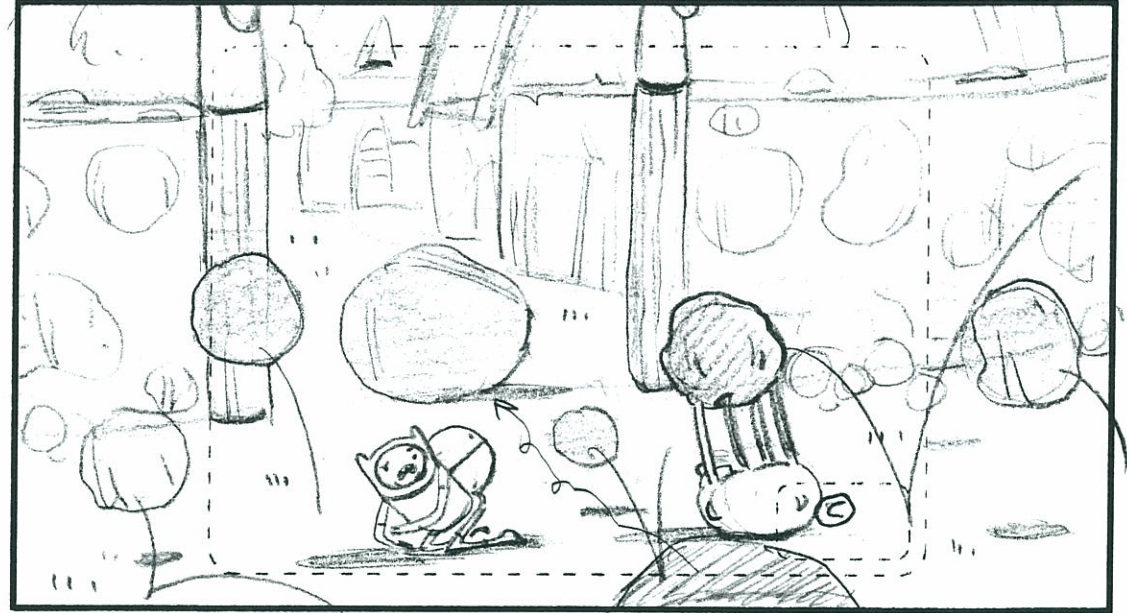


Sc. 35

Pnl. A

Bg.

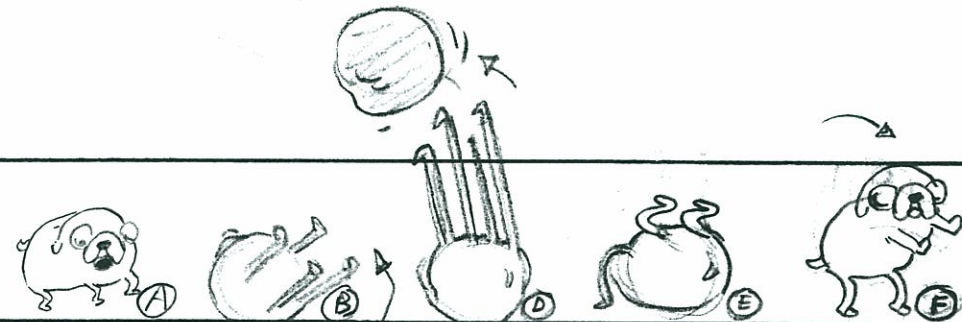
day night



Dialog:

Action:

Timing:



JAKE ROLLS ON HIS BACK TO CATCH A BOULDER

103

104

692010

EPISODE #

Production :

ADVENTURE TIME

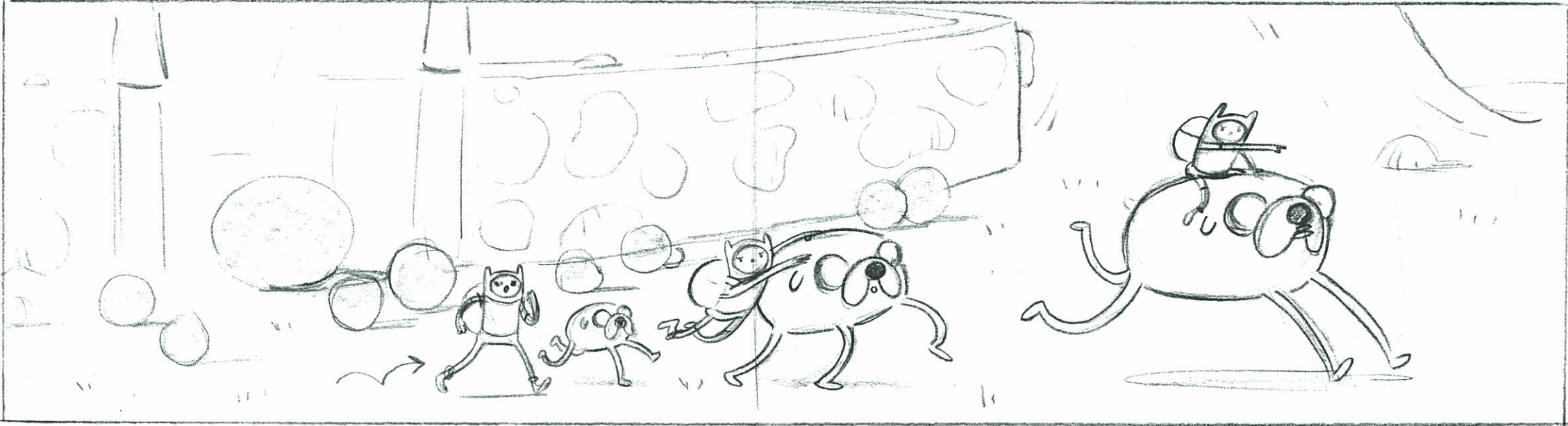


35

B

C

Page 49



Dialog:

ⓕ let's get
it on!

Action:

Timing:

105

106

EPISODE # 692010
Production :

ADVENTURE TIME



*(NEXT PG. 53)

Page 50

Sc. 36 Pnl. A Bg. day night

Sc. 37 Pnl. A Bg. day night

Dialog:	Song Begins: "On the Mountain..." OR "Jumping over the boulders"
Action:	Boulders Roll Down Hill
Timing:	

107

108

EPISODE # 692010

Production :

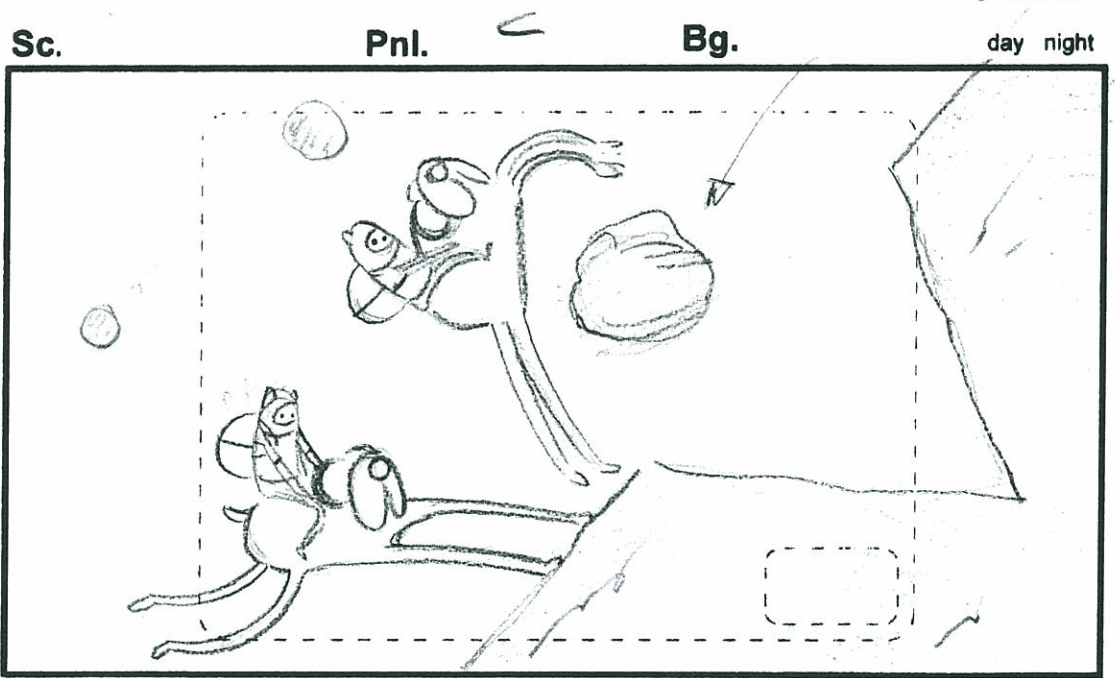
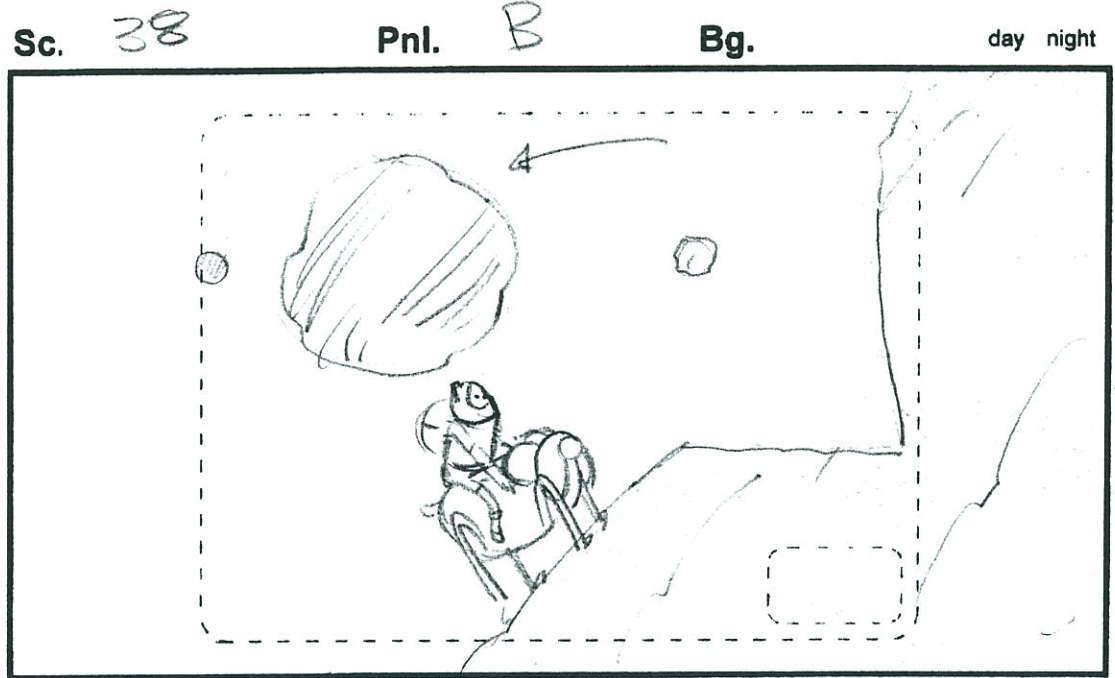
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ADVENTURE TIME



*(REVISOR PG. 50)

Page 53



Dialog:
Action: FB JAKE DUCK UNDER BIG BOULDER FB J JUMP OVER BOULDER & OPEN PIT
Timing:

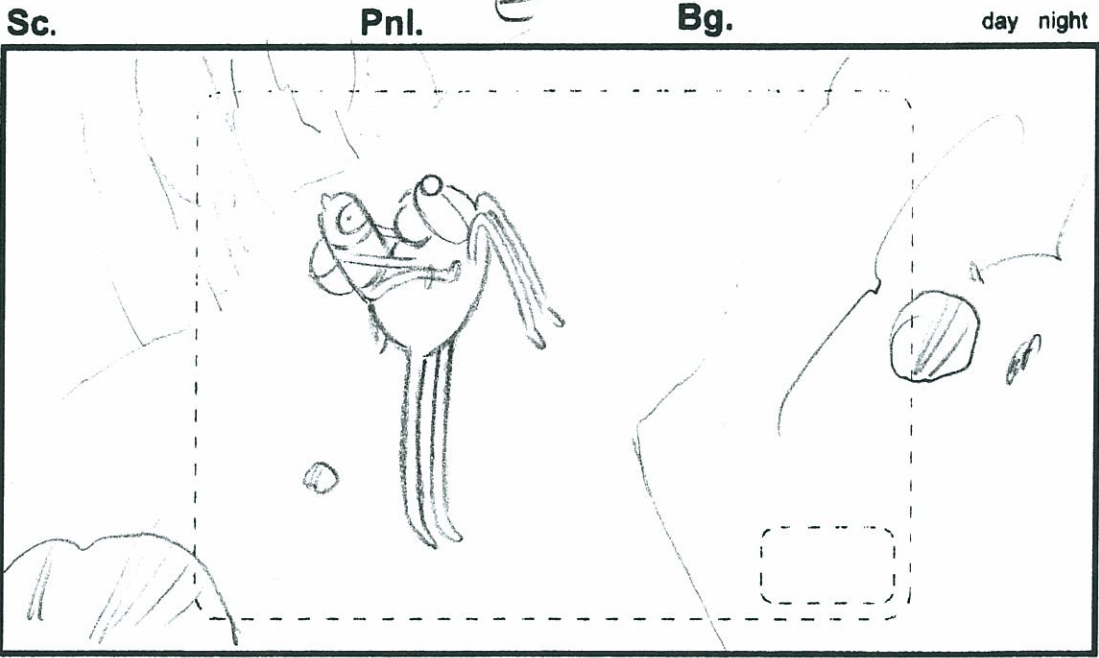
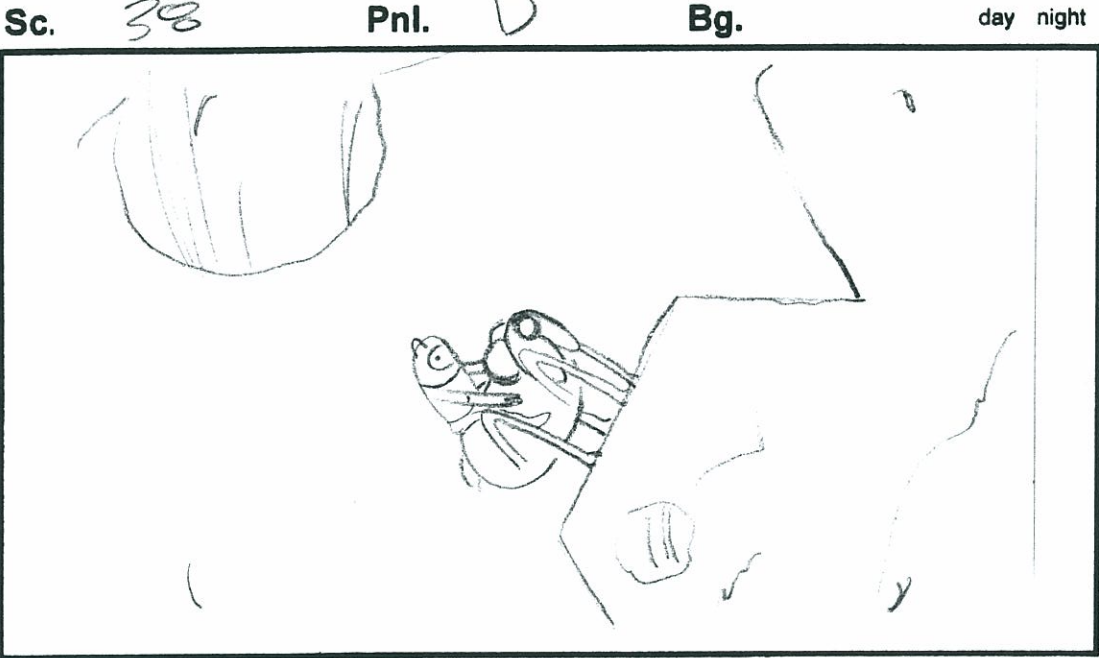
109

110

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ADVENTURE TIME



Dialog:
Action:
Timing: 111 112

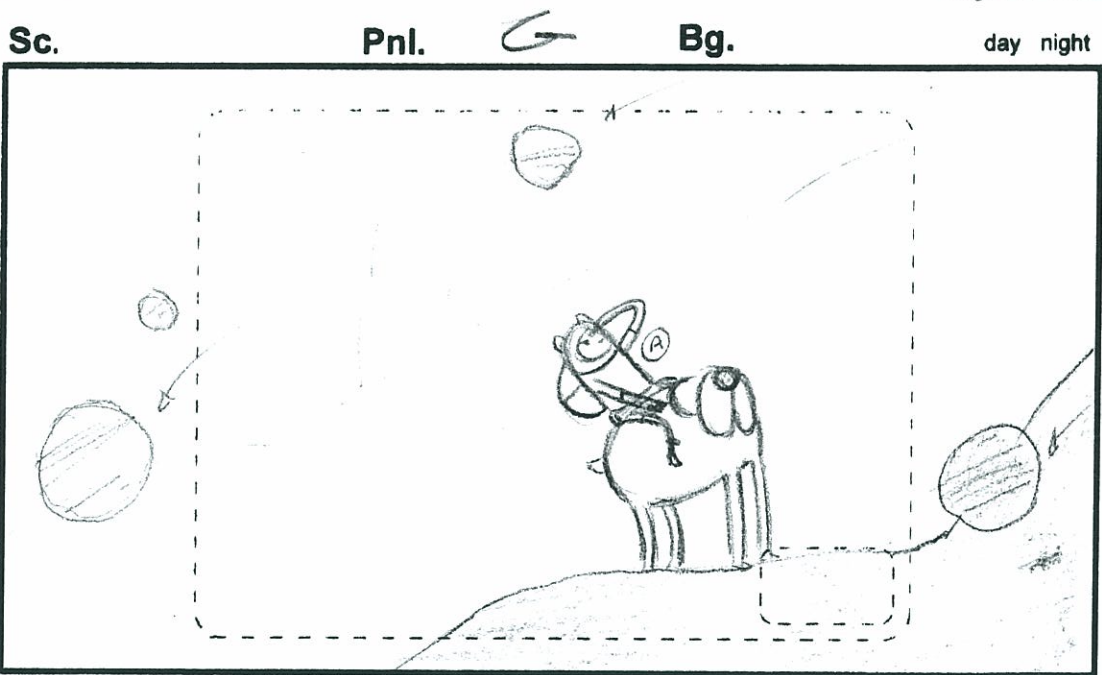
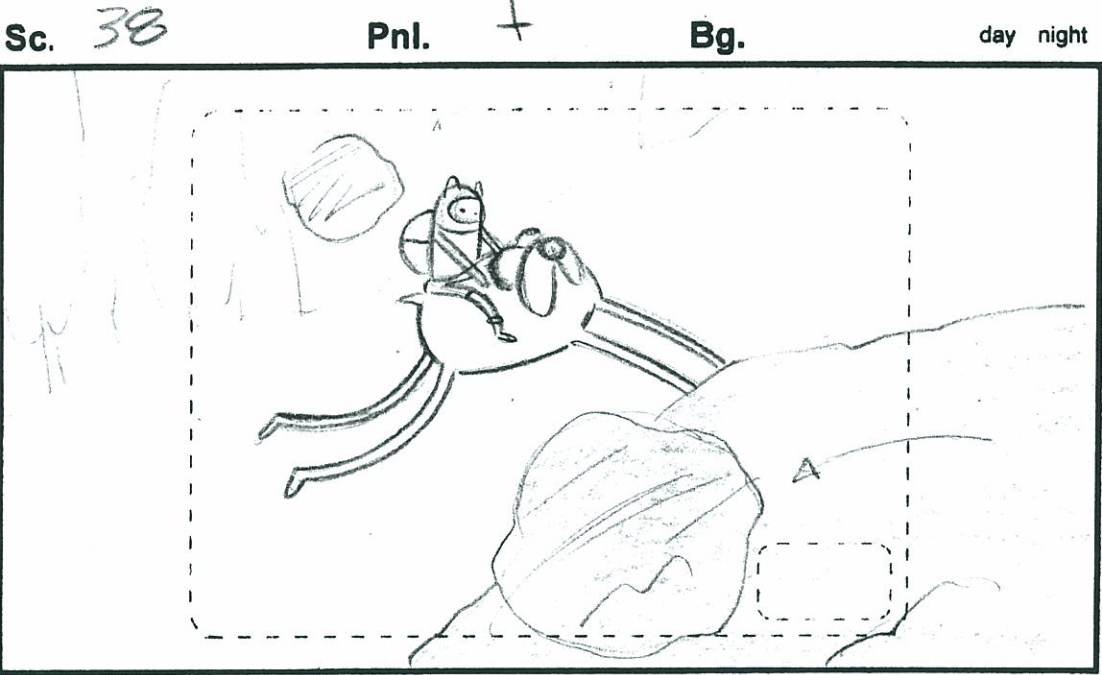
EPISODE # 692010
Production :

ADVENTURE TIME



*Next pg. 58

Page 55



Dialog:

Action:

Timing:

ft J STOP
AT SMALL CLIFF
AT BASE of
MOUNTAIN



113

114

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ADVENTURE TIME



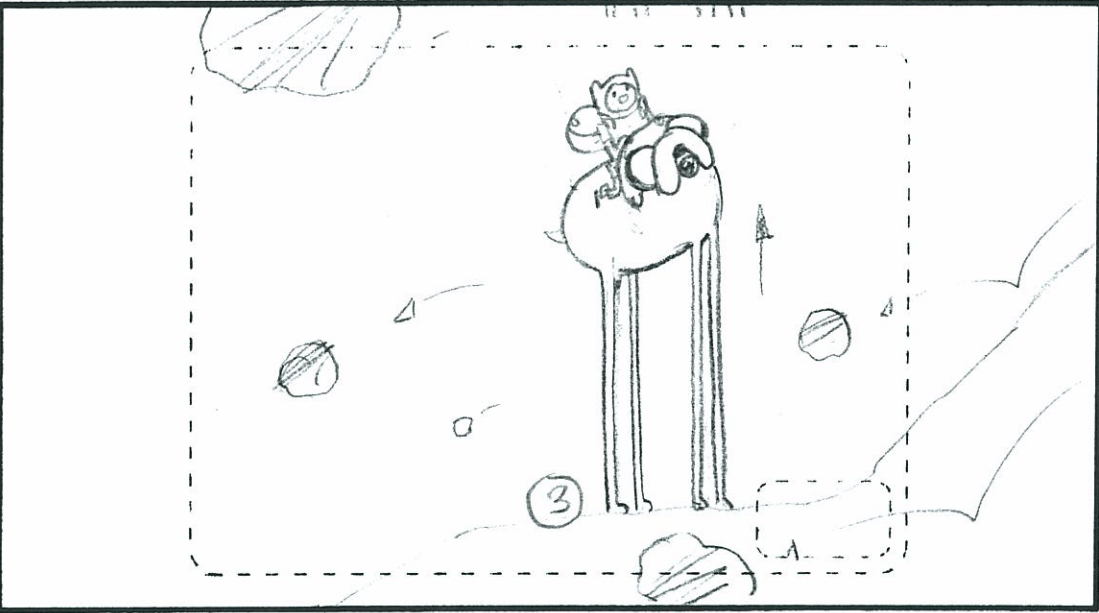
Page 58

Sc. 42

Pnl. B

Bg.

day night

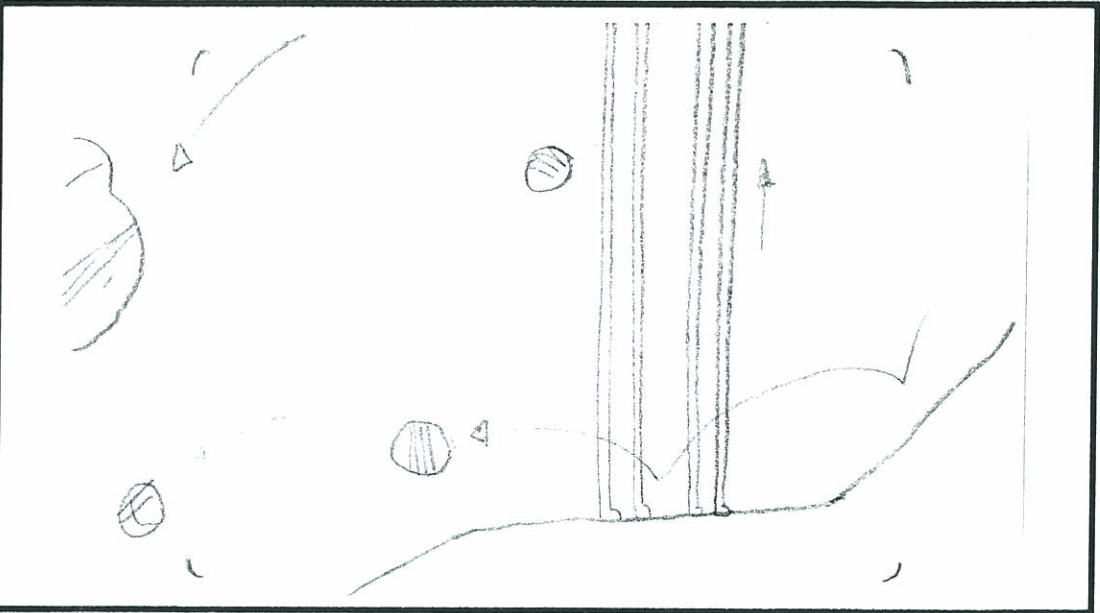


Sc.

Pnl. C

Bg.

day night



Dialog:

(J:) Bo o o o o o o o o P!

Action:

Timing:



15



116

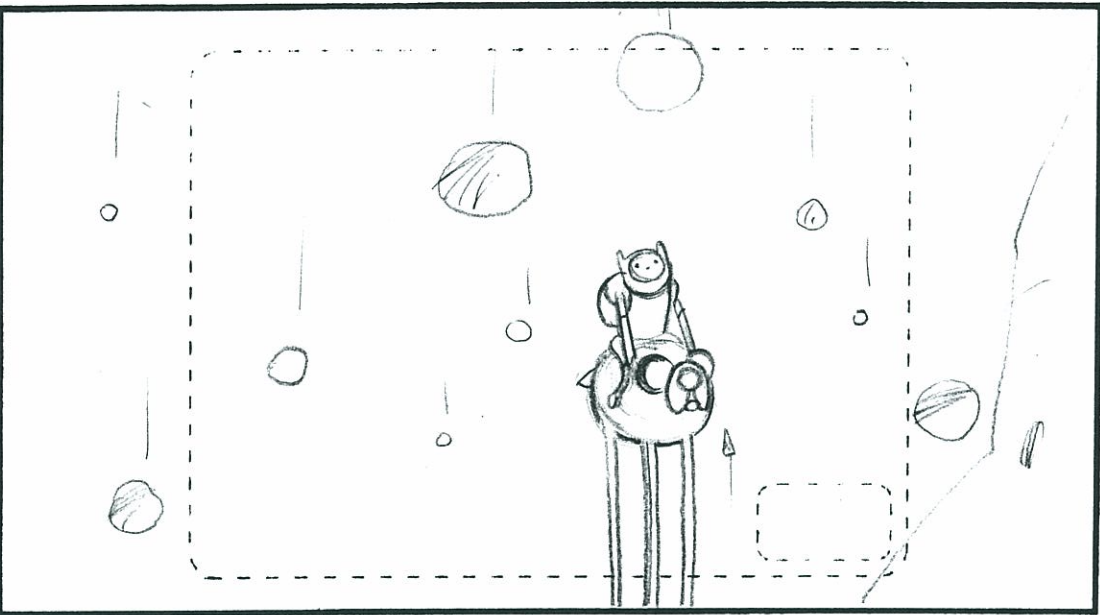
EPISODE # 692010

Production :

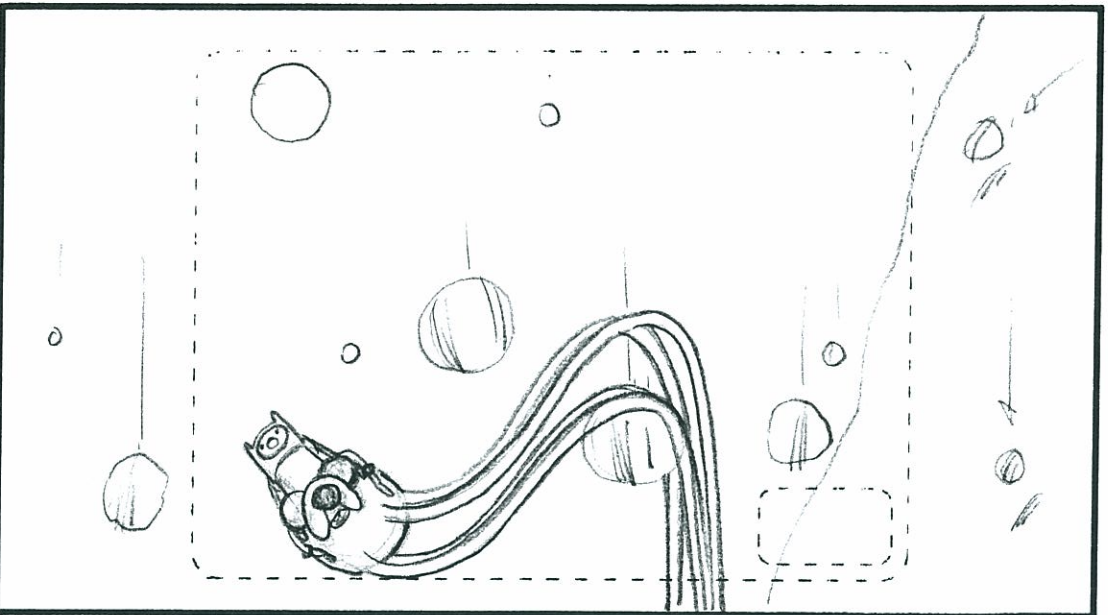
ADVENTURE TIME



Sc. 43 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	(J:) *light saber noise*
Action:	
Timing:	

117

118

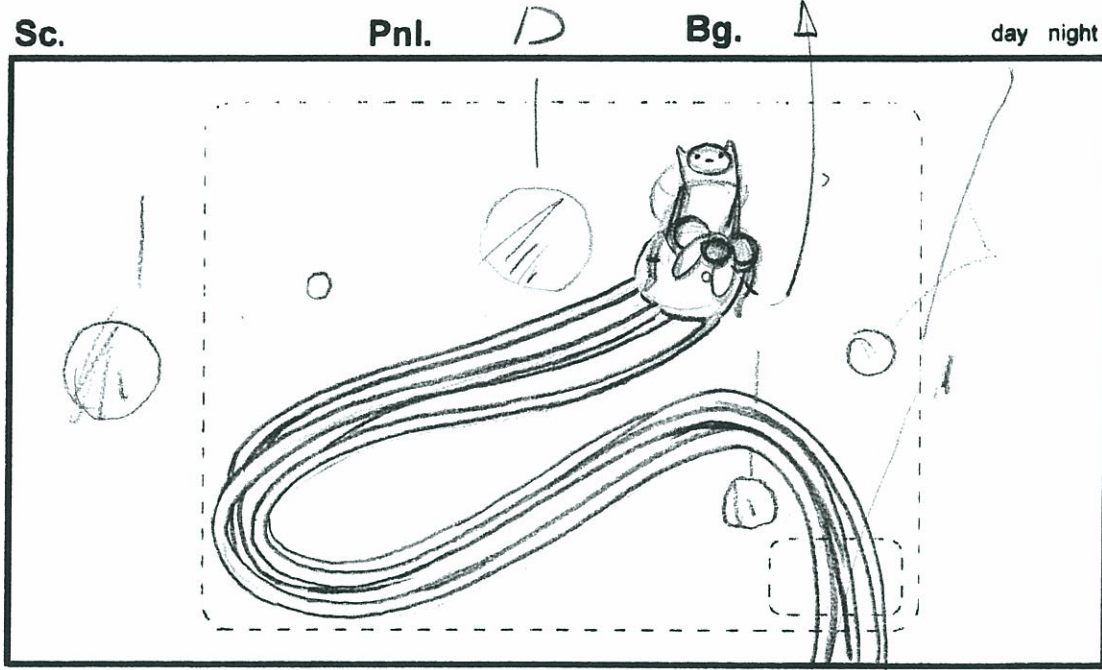
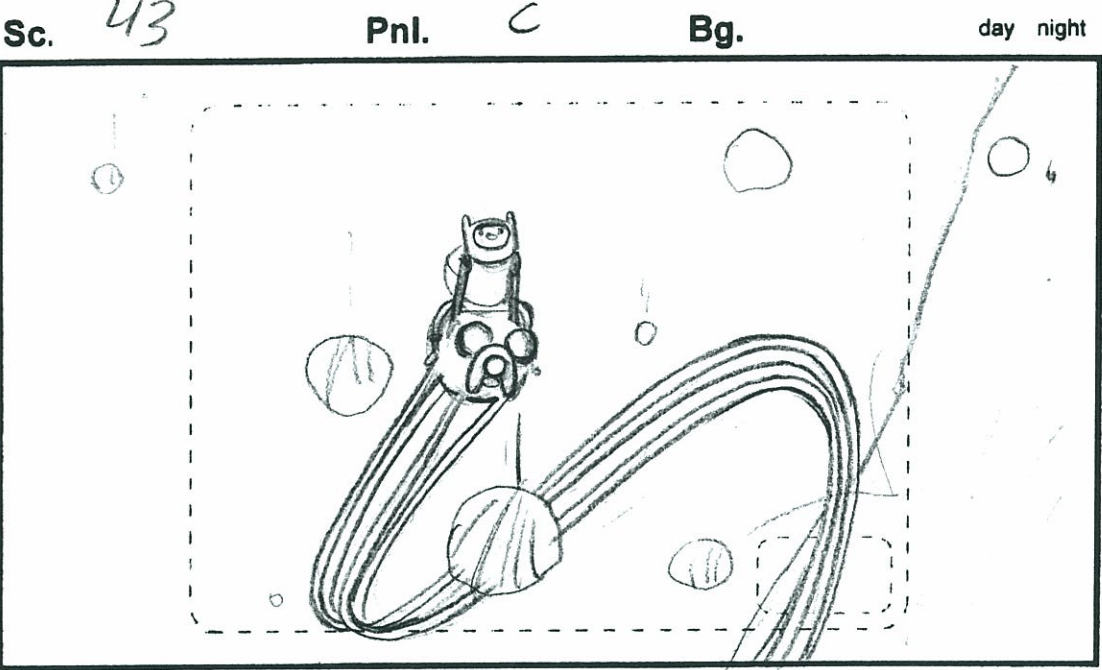
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ADVENTURE TIME



Page 66



Dialog:	<p>(E) ha ha!</p> <p>(J) *light saber noise*</p>
Action:	
Timing:	

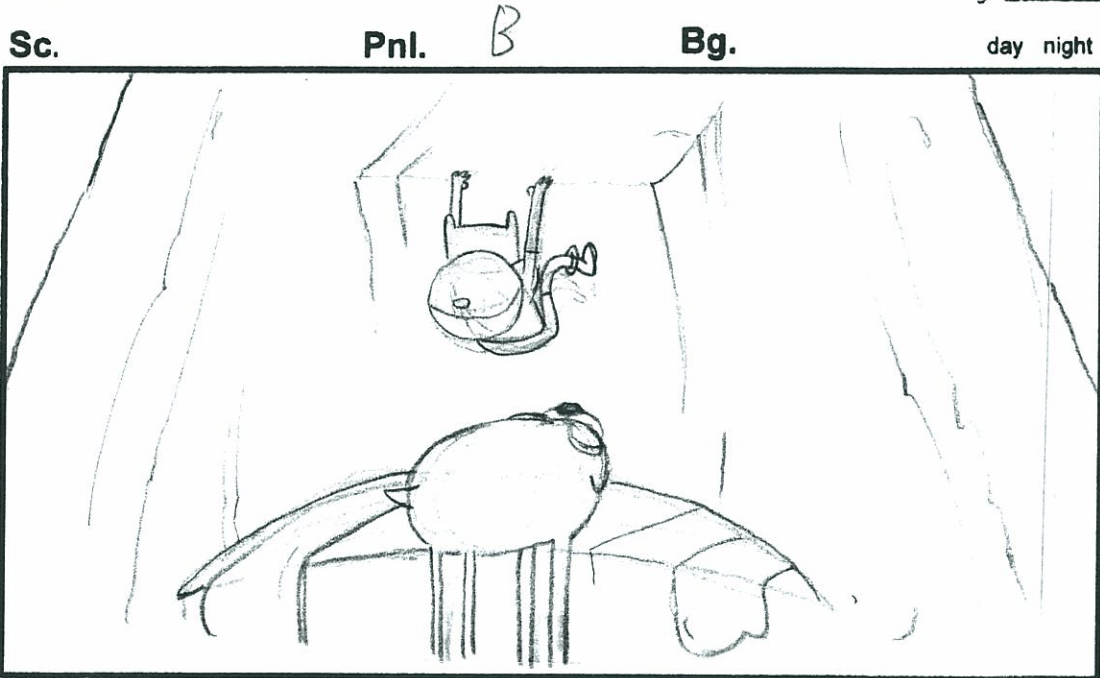
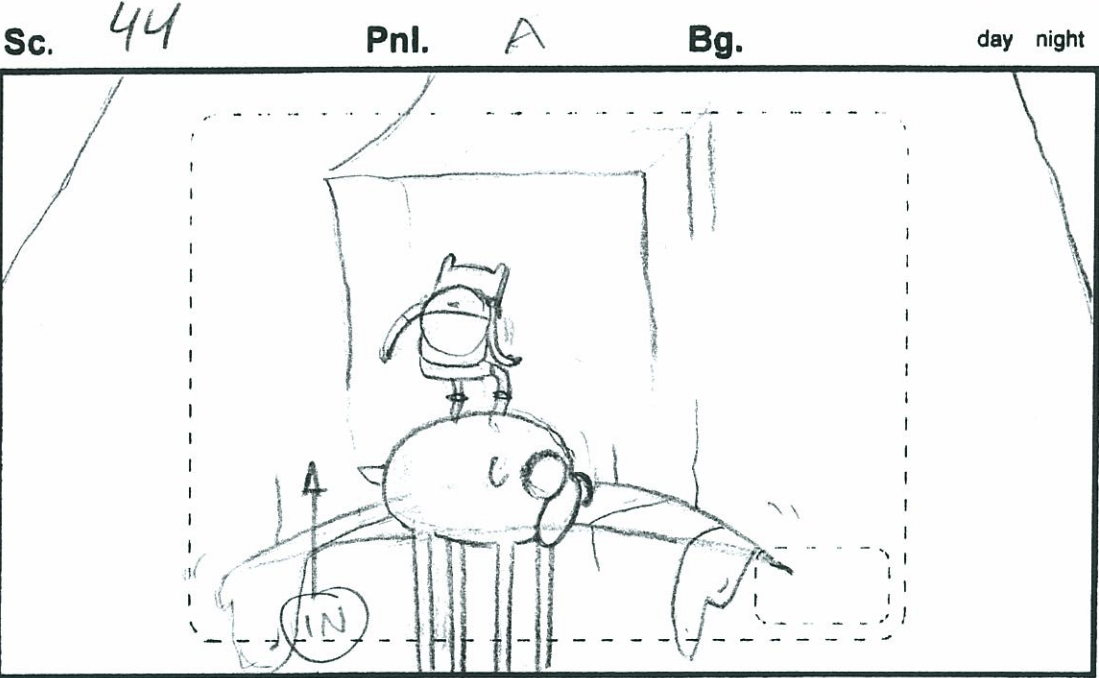
119

120

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ADVENTURE TIME



Dialog:
Action:
Timing:
121
122

EPISODE # 692010
Production :

ADVENTURE TIME

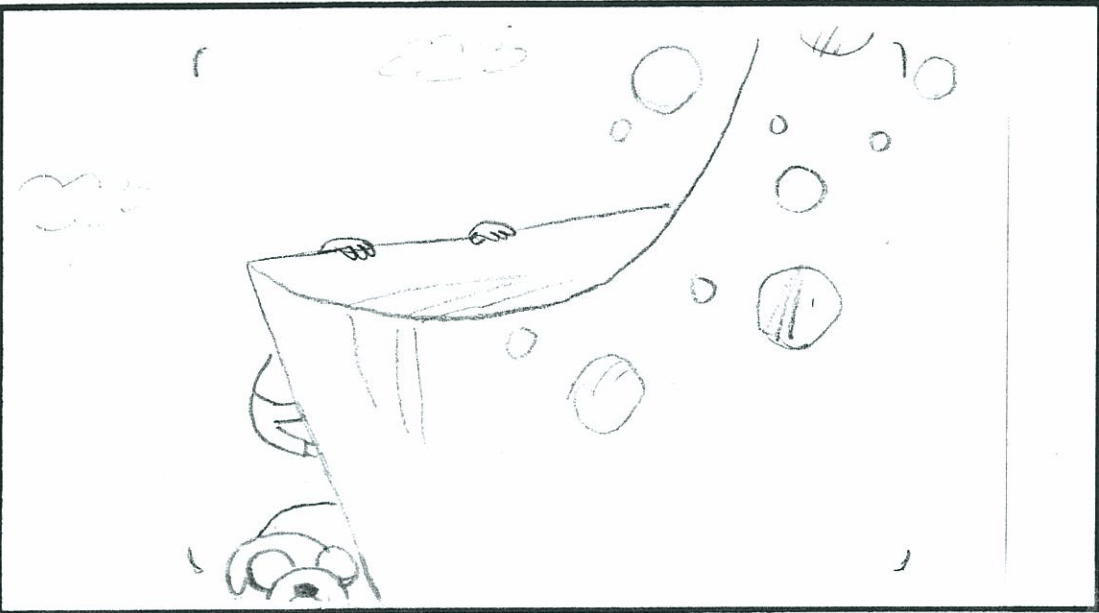


Sc. 45

Pnl. A

Bg.

day night

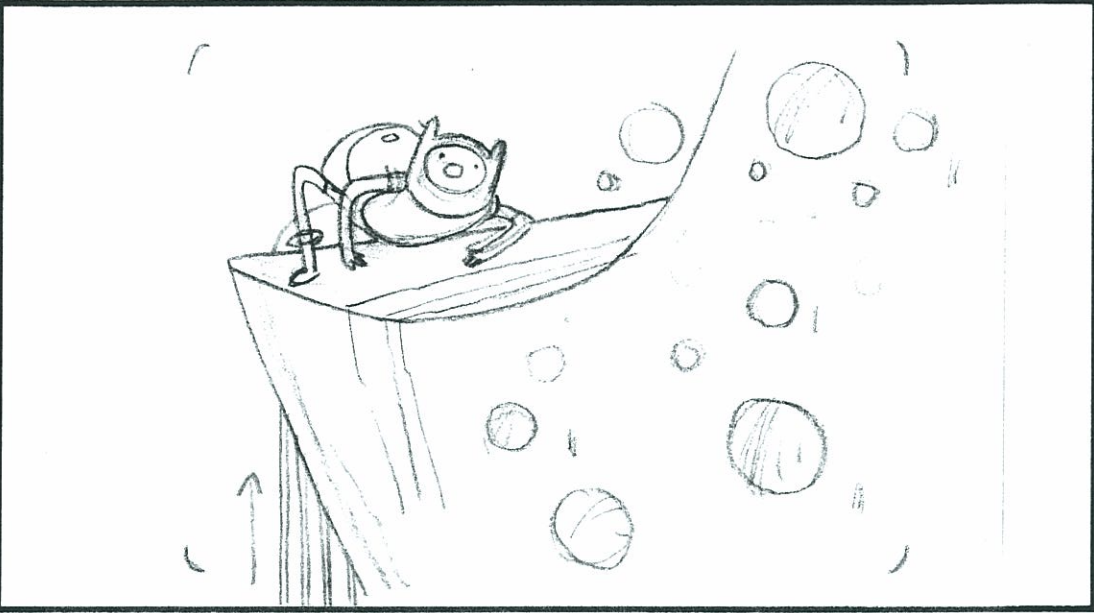


Sc.

Pnl. B

Bg.

day night



Dialog:

f: Awwww...

Action:

Timing:

123

124

EPISODE # 692010
Production :

ADVENTURE TIME



(NEXT Pg. 65)

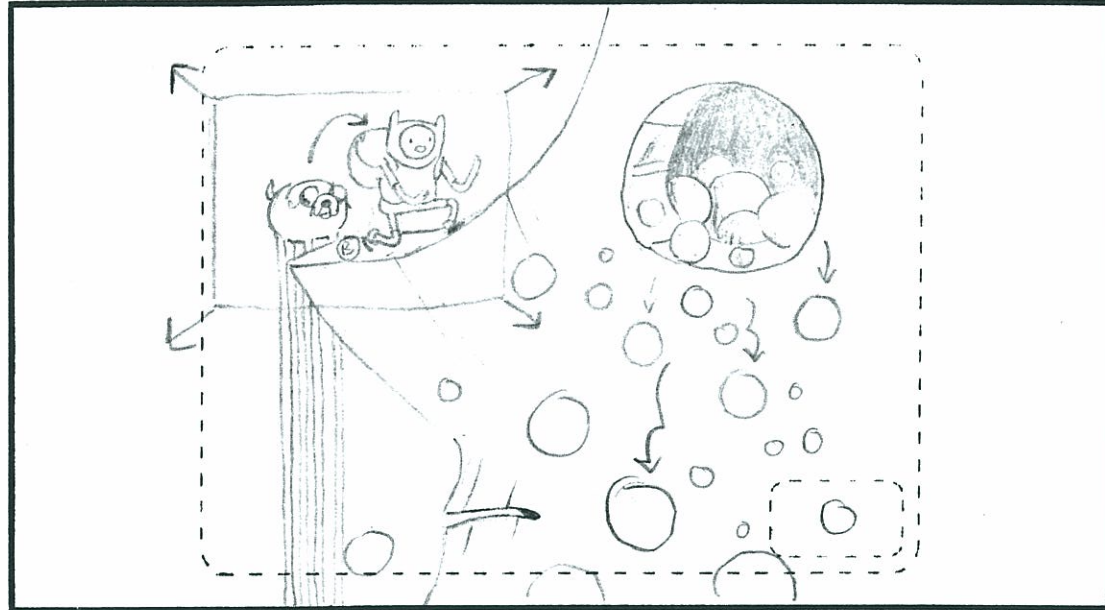
Page 63

Sc. 45 (cont.)

Pnl. C

Bg.

day night

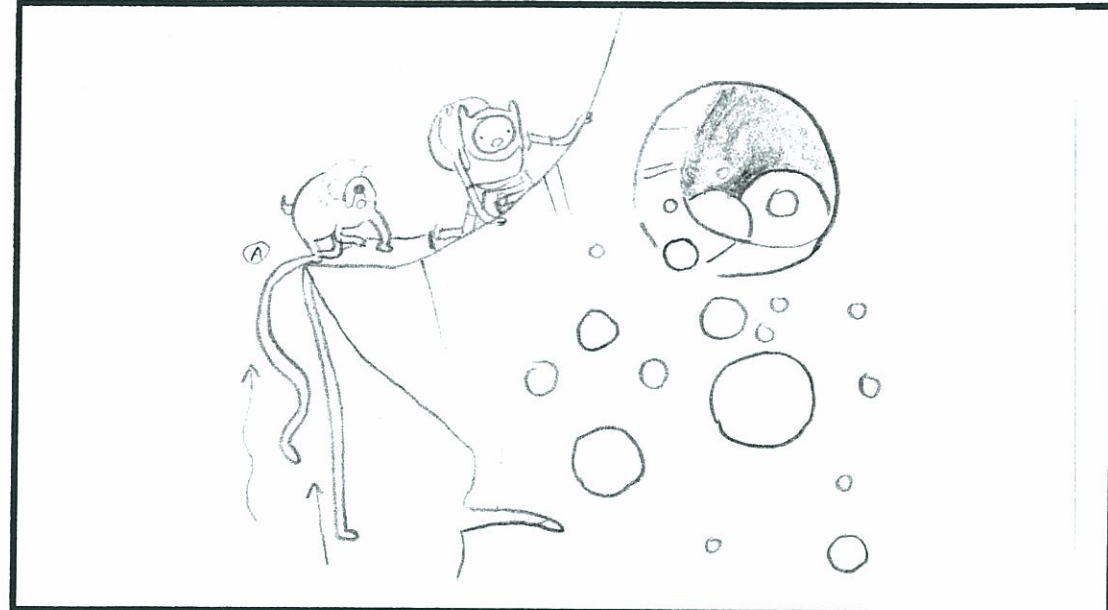


Sc.

Pnl. D

Bg.

day night



Dialog:

(F) what's
wrong fellah?

Action:

(truck out) 

Timing:

(F) You crying boulders?
(baby voice)

(B)  (JAKE PULLS LEGS UP)

125

126

EPISODE # 692010

Production :

ADVENTURE TIME



(PREVIOUS PG. 62)

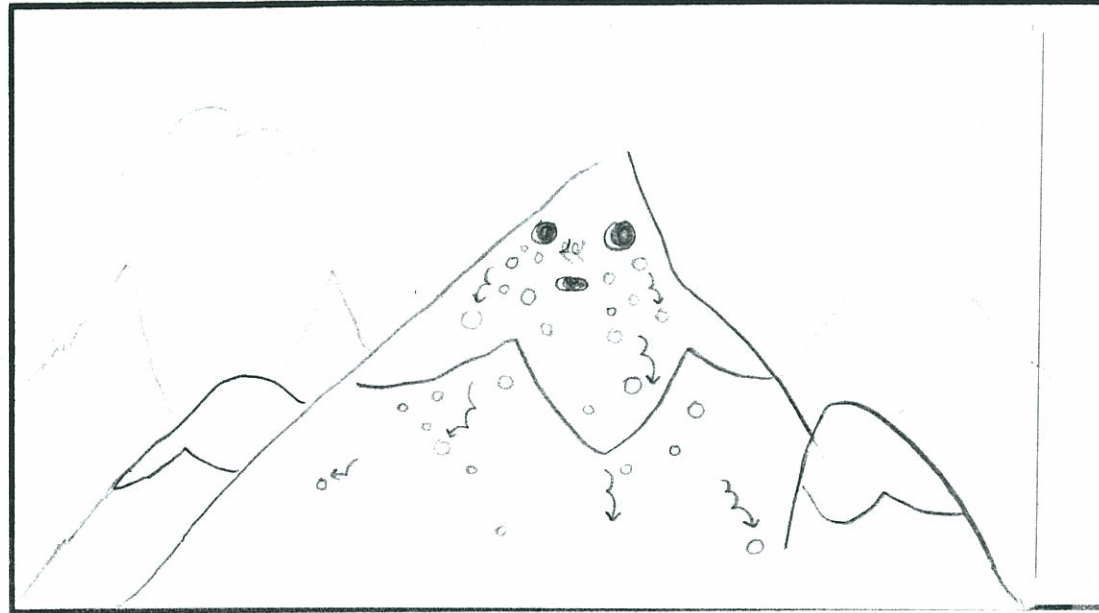
Page 65

Sc. 46

Pnl. A

Bg.

day night

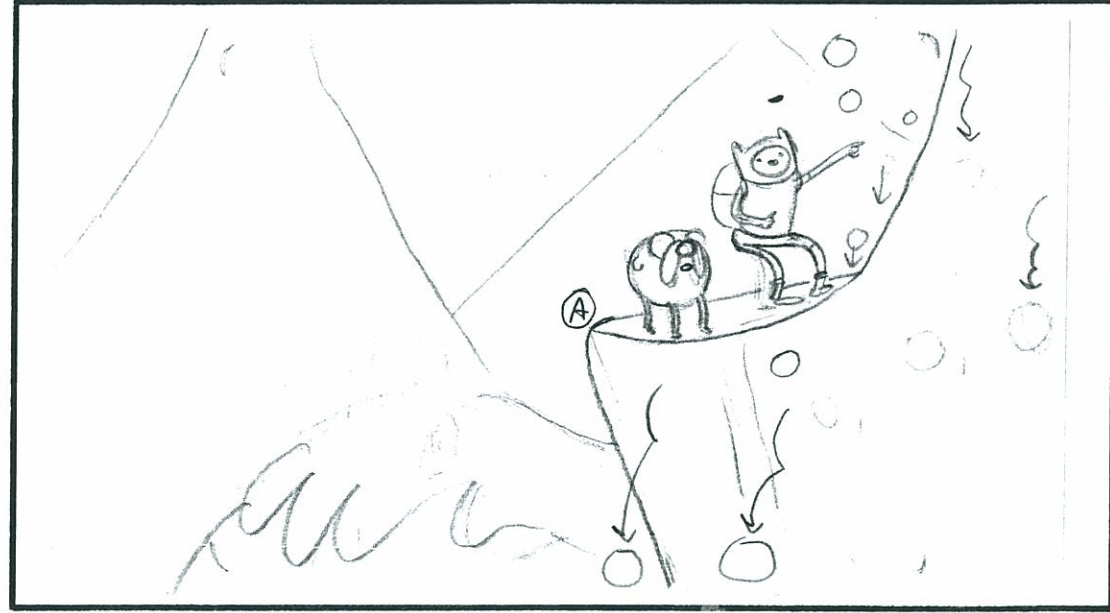


Sc. 47

Pnl. A

Bg.

day night



Dialog:

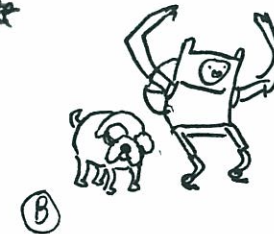
MOUNTAIN: YES. I AM SAD. HAVING BEEN
FORCED TO WATCH ROUGH-HOUSING MEN
FOR CENTURIES.

Action:

Timing:

127

(F) (A) Ohhh... I see..
you're feelin left out
and ~~you~~ want ~~to~~
(B) to Rough-House too!



(boulders fall
in (BG) and
(FG))

128

692010

EPISODE #

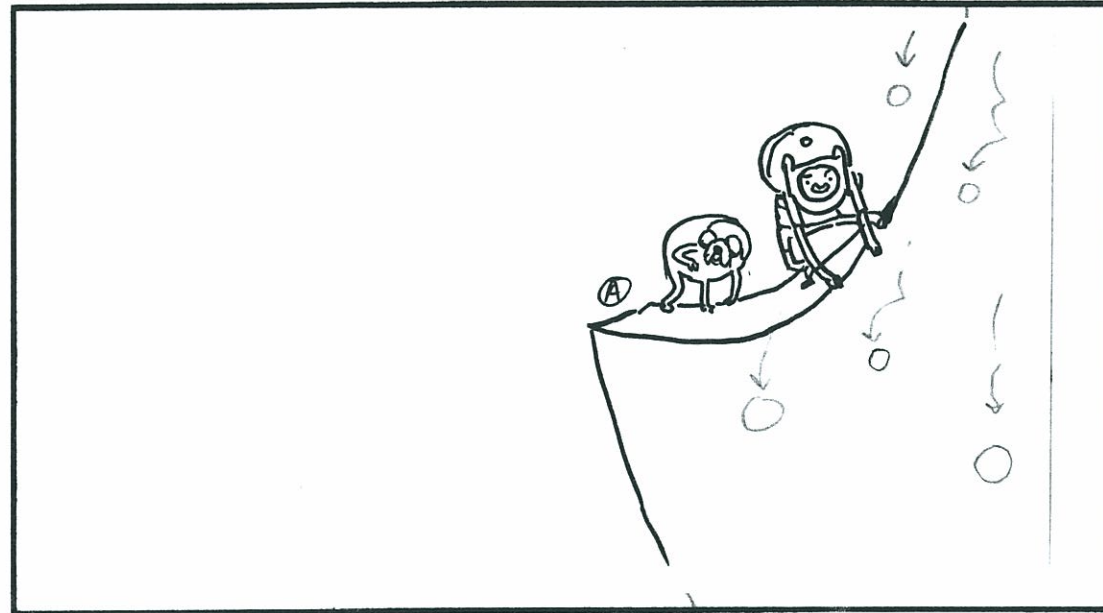
Production :

ADVENTURE TIME



Page 66

Sc. 47 Pnl. B Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:

A. ~~(F)~~ ^(A) Well I'll take you
on tough guy! ^(B) Back me up Jake!

Action:

B. ^(J) Yeah do it Finn!
KICK HIS ENORMOUS
ROCKY BOOTAY!
He is tough to
us!



(boulders
become less
frequent
and stop
falling)

MM: NOOOO!!!

Please! No Rough-housing!

It makes
me sad!

129

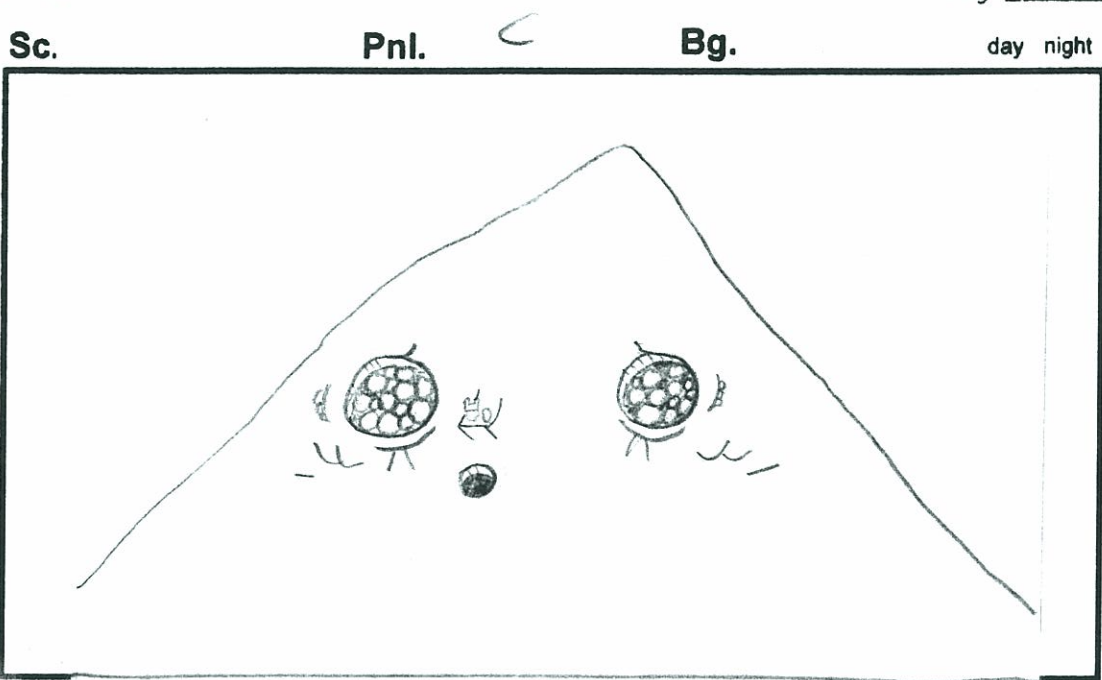
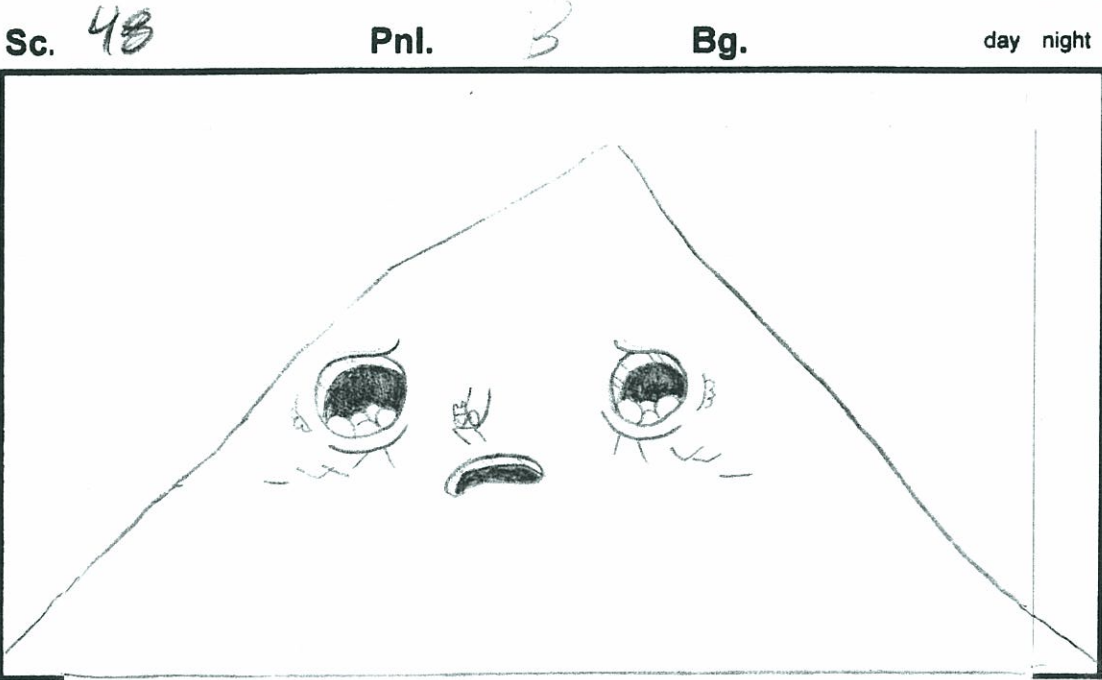
130

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ADVENTURE TIME



Dialog:

MM: M-Makes me..

MM: S..S.. So

Action:

MOUNTAIN MANS EYES START WELLING UP WITH BOULDER TEARS.

HIS ROCKY LIP QUIVERS A LITTLE

Timing:

131

132

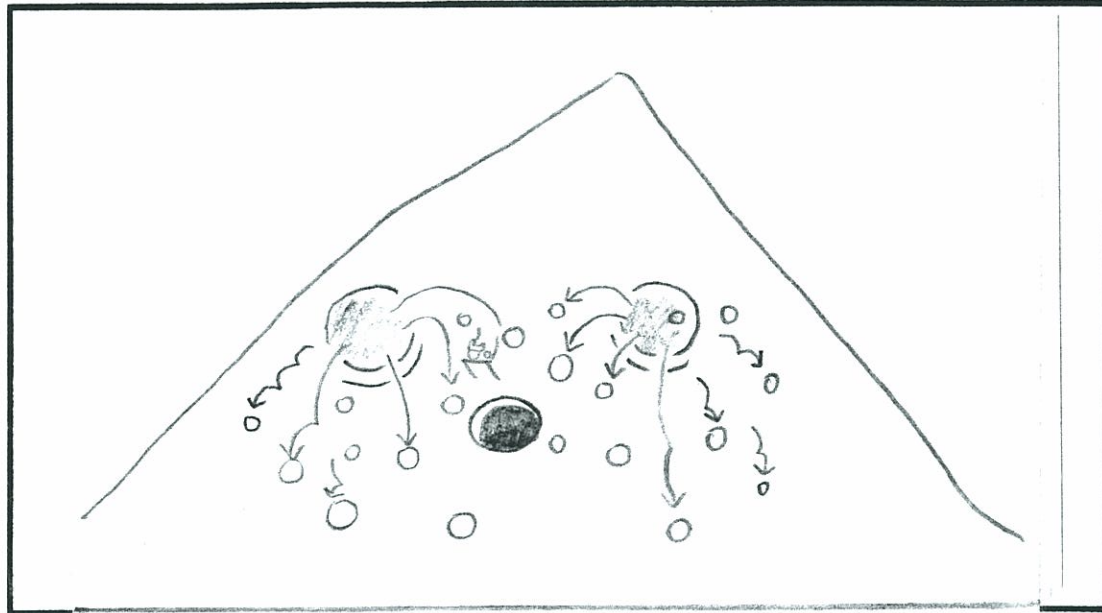
EPISODE # 692010
Production :

ADVENTURE TIME

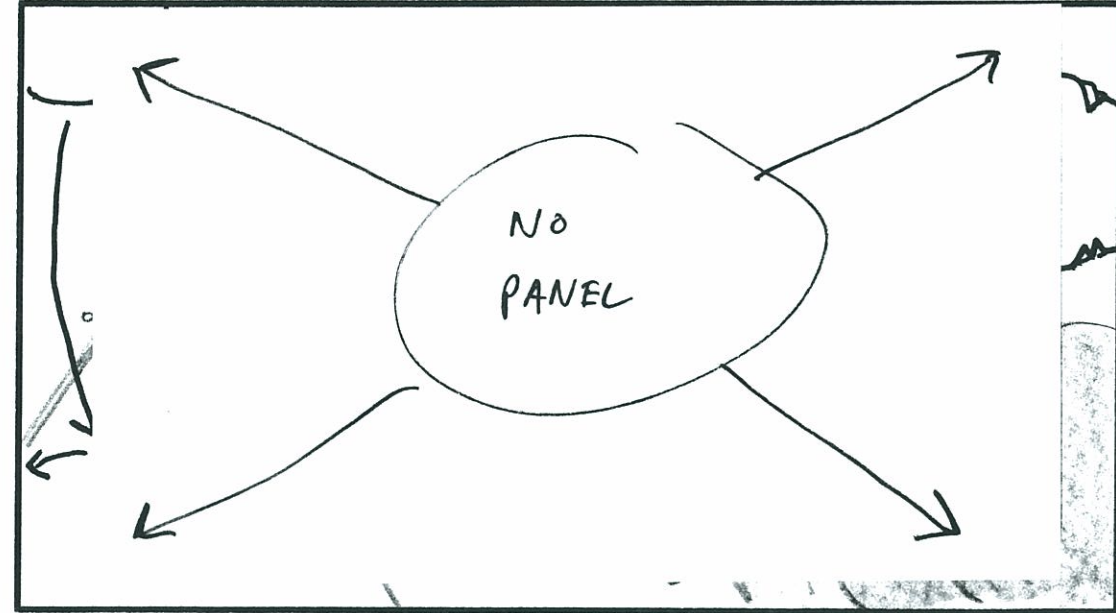


Page 68

Sc. 48 Pnl. D Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog:
MM: Saaaaa ddd...

Action:
THE BOULDER TEARS BURST
AND FINN & JAKE DUCK FOR
COVER

Timing:

133

134

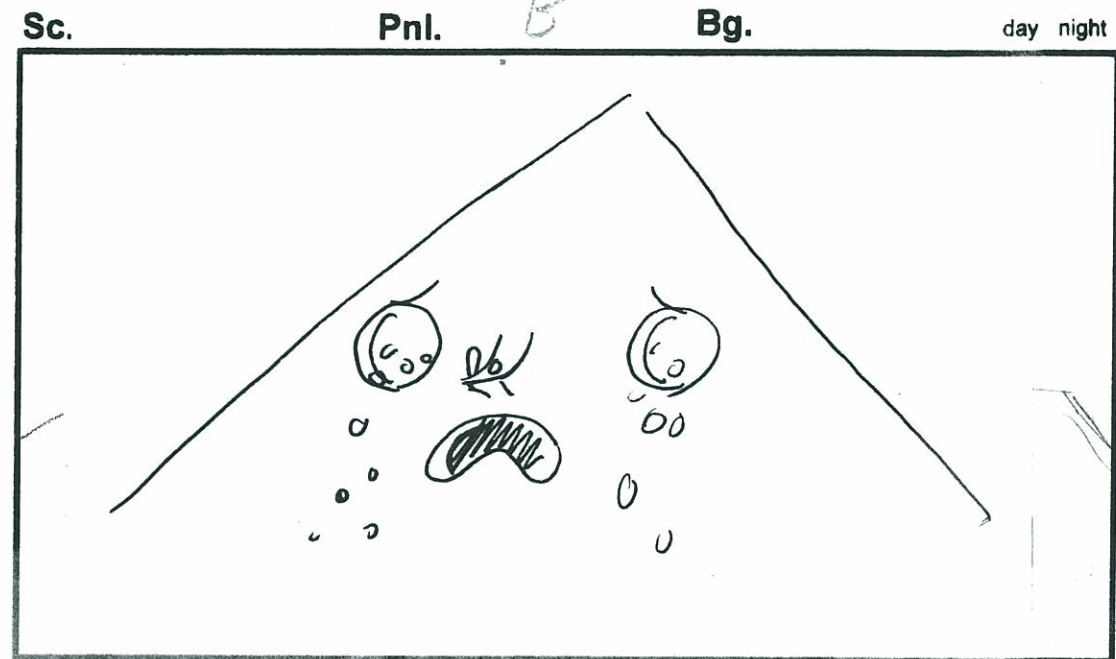
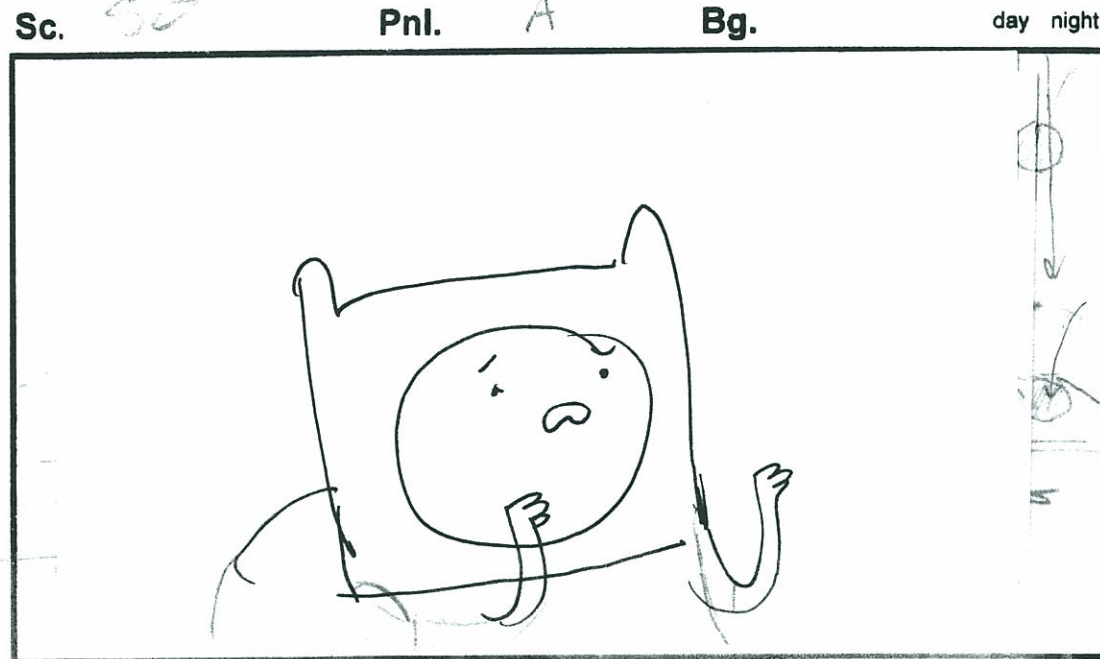
EPISODE # 692010

Production :

ADVENTURE TIME



Page 69



Di	(F) <u>whaaa?</u> <u>why?</u> scribble
Act	
Tim	

135

<p><u>MM</u>: Because They're so Rough on eachother! Bunch of good healthy guys like that throwin' the healthiest years of their life out the window... makes... me... sso... Sad!</p>	

136

EPISODE # 692010

Production :

ADVENTURE TIME



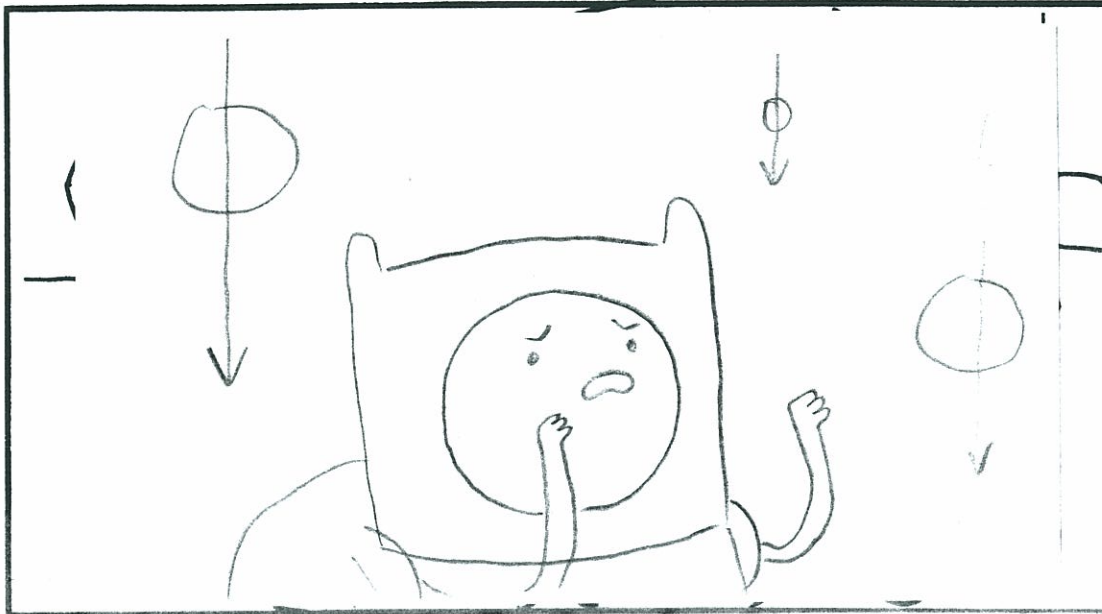
Page 69A

Sc. 50A

Pnl. A

Bg.

day night



Sc. 50A

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(F) but...
a smooth, well-controlled
rough-house bolsters
your guts and
rejuvenates the
muscle.

(J) That's true.



Left arm
starts on
ground.

137

138

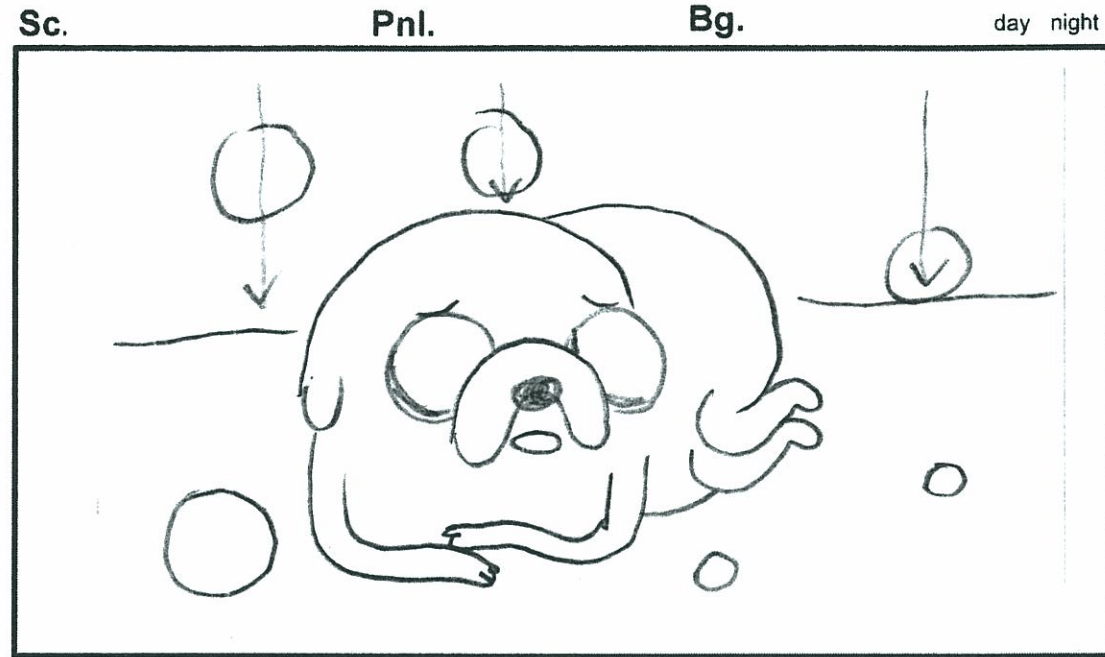
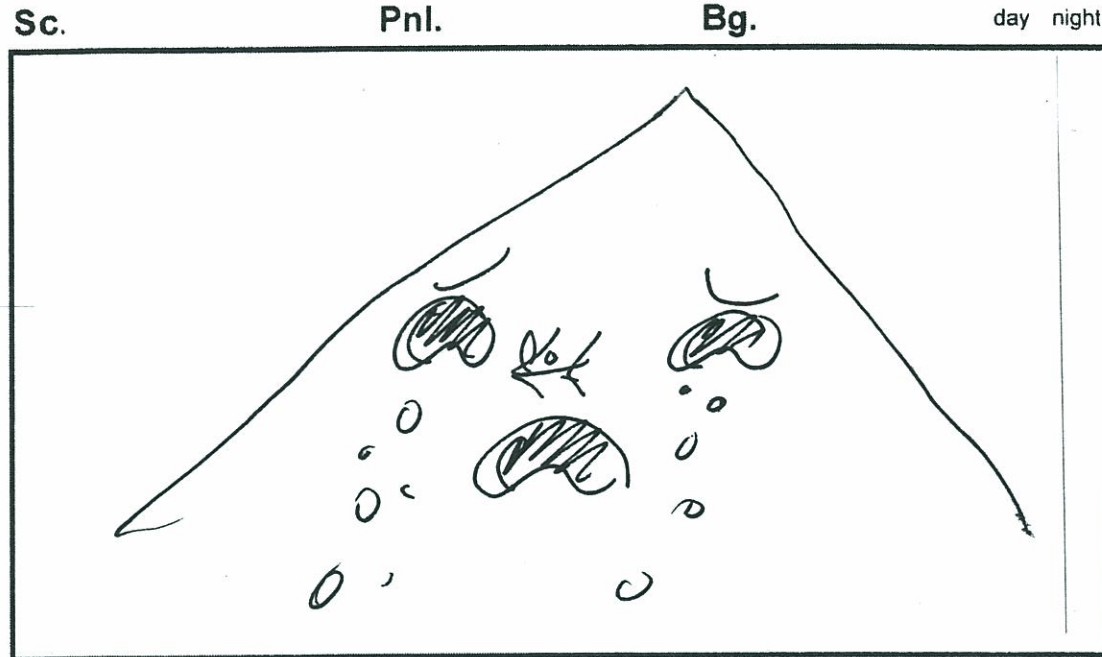
EPISODE # 692010

Production :

ADVENTURE TIME



Page 69B



Dialog: (M) No! It's raunchy and maddening! oh, those men and their poor bodies! Their disgusting fantastic bodies! Head s... arms... toes —

Action:

Timing:

139

A. (S) woh...

B. (M) shoulders... fingers..

140

EPISODE # 692010

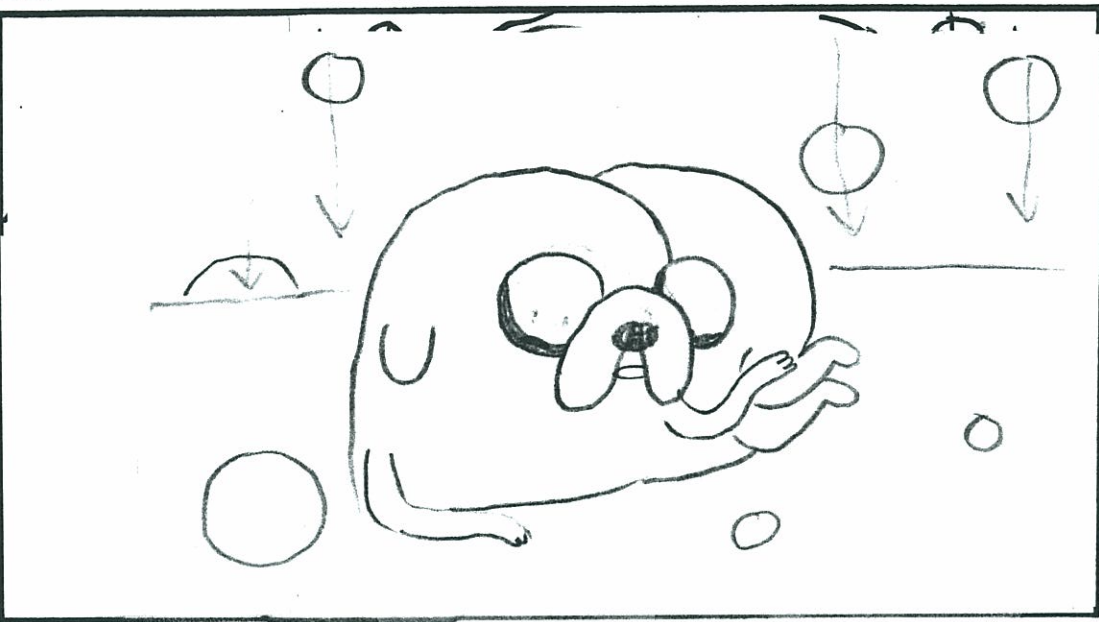
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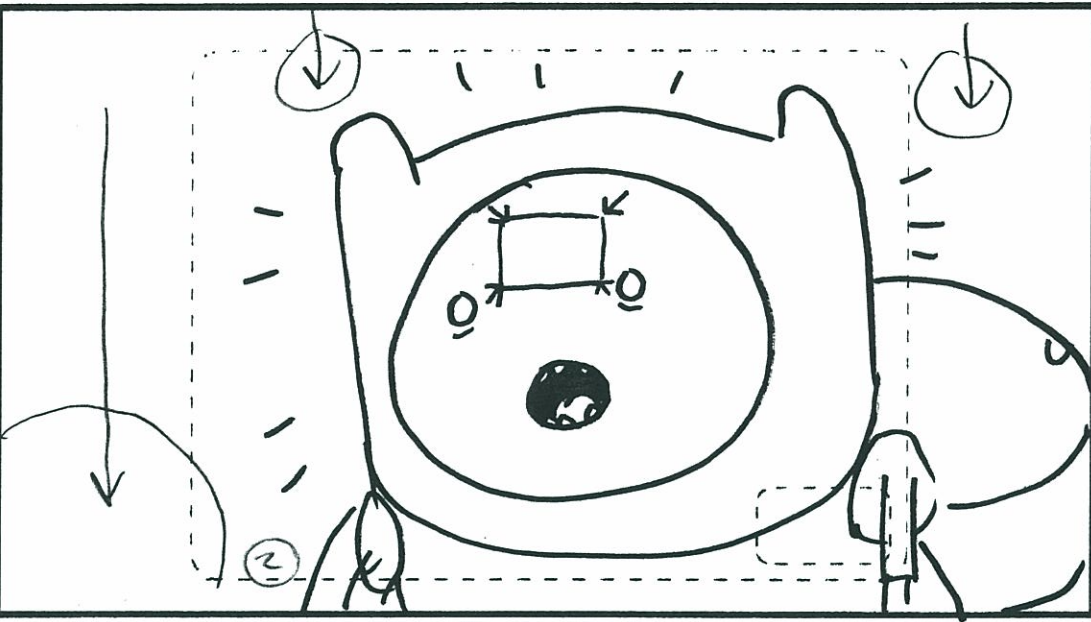
ADVENTURE TIME



Sc. 50 A (cont.) Pnl. C Bg. day night



Sc. 50 B Pnl. A Bg. day night



Dialog: A. (J): This guy's got problems. (JAKE ALT: "THIS GUY'S GOT ACTUAL problems")

Action:

Timing:

141

A. (F): H U! *Baby Finn cry*

(TRUCK IN TO FOREHEAD)



142

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 50 c Pnl. A Bg. day night

Dialog:	A. (BF:) *BABY FINN CRYING* (some kind of flashback audio filter through sequence)		B. (BUG CHILD:) "Cook moommy" (slow motion)
Action:	(CROSS DISSOLVE)		(slow motion)
Timing:	143		144

EPISODE # 692010
Production :

ADVENTURE TIME



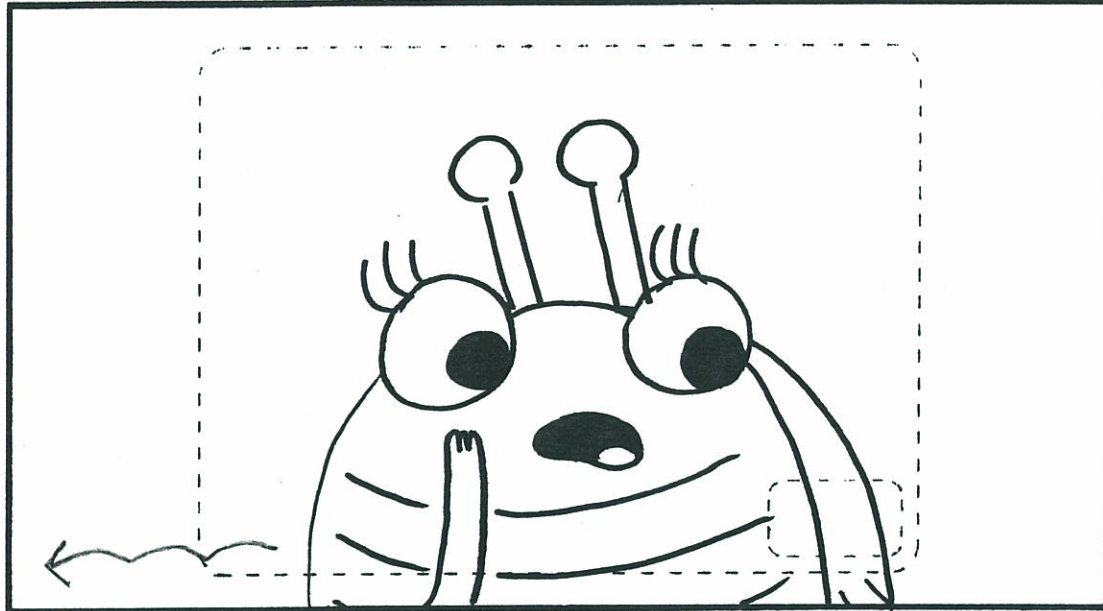
Page 69 E

Sc. 50 D

Pnl. A

Bg.

day night

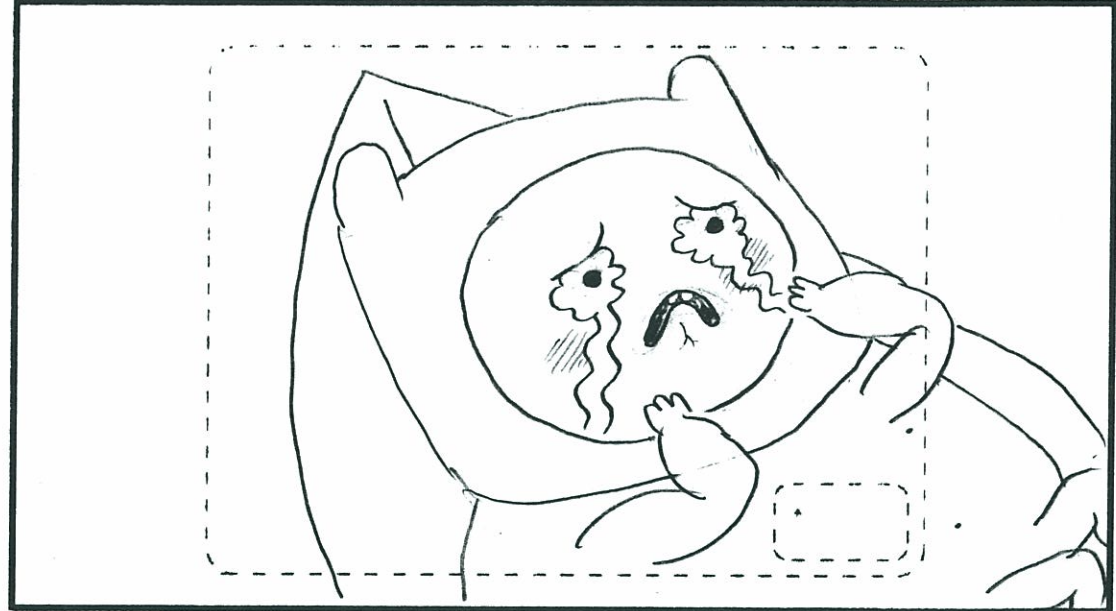


Sc. 50 E

Pnl. A

Bg.

day night



Dialog:

Bug:
mom:

Honey don't look.
That kid's got problems.

Baby
Finn:

eehhh!!

Action:



Timing:

145

146

EPISODE # 692010

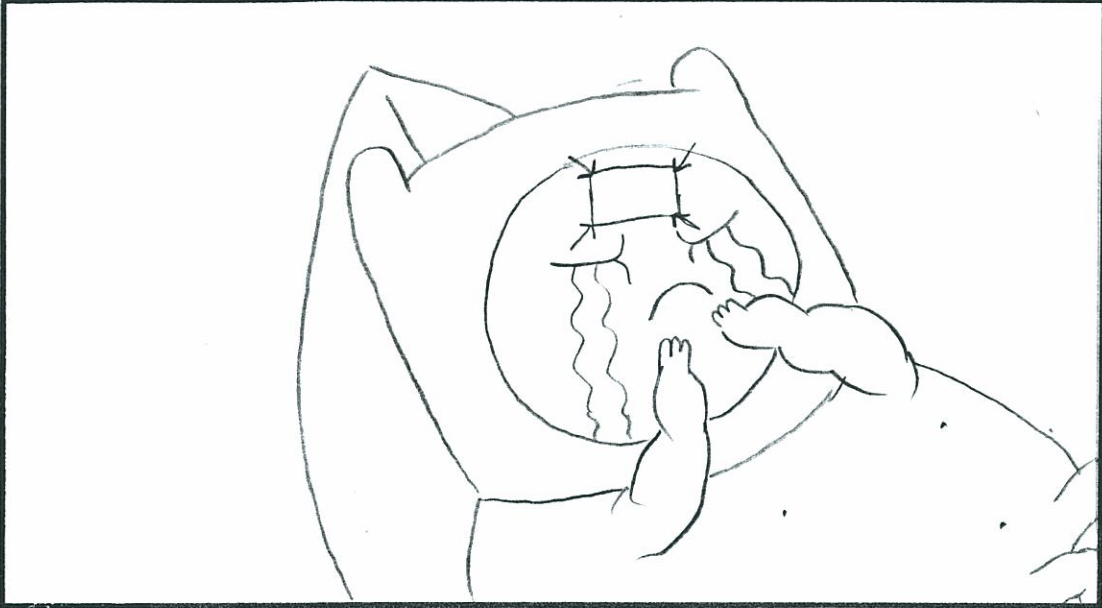
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ADVENTURE TIME



Sc. 50 E (cont) Pnl. B Bg. day night



Sc. 50 F Pnl. A Bg. day night



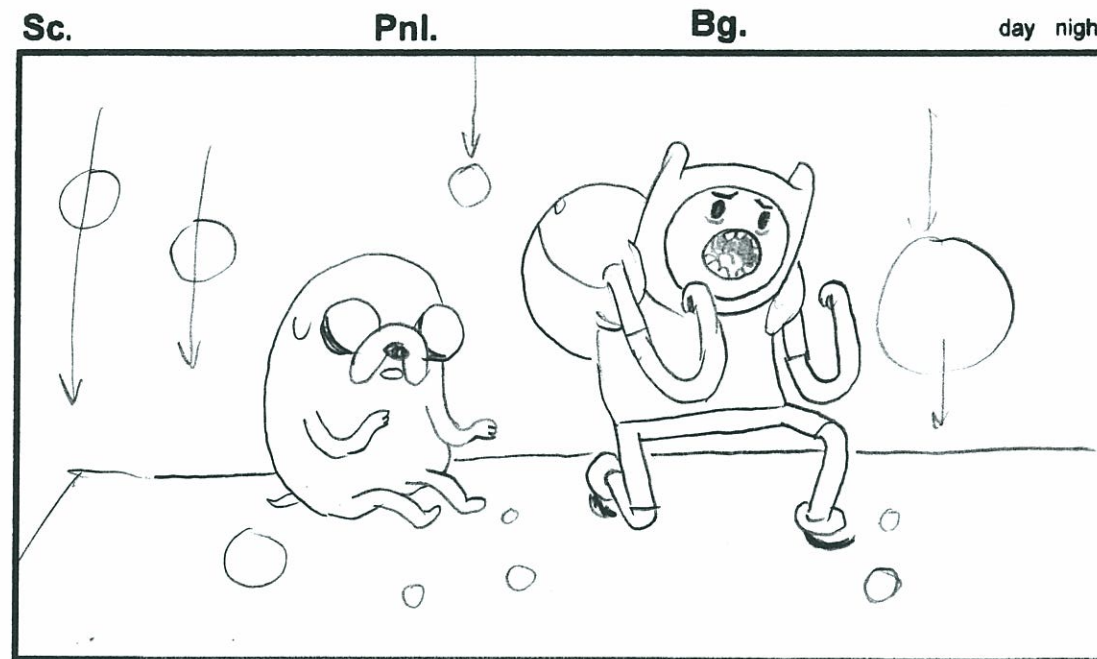
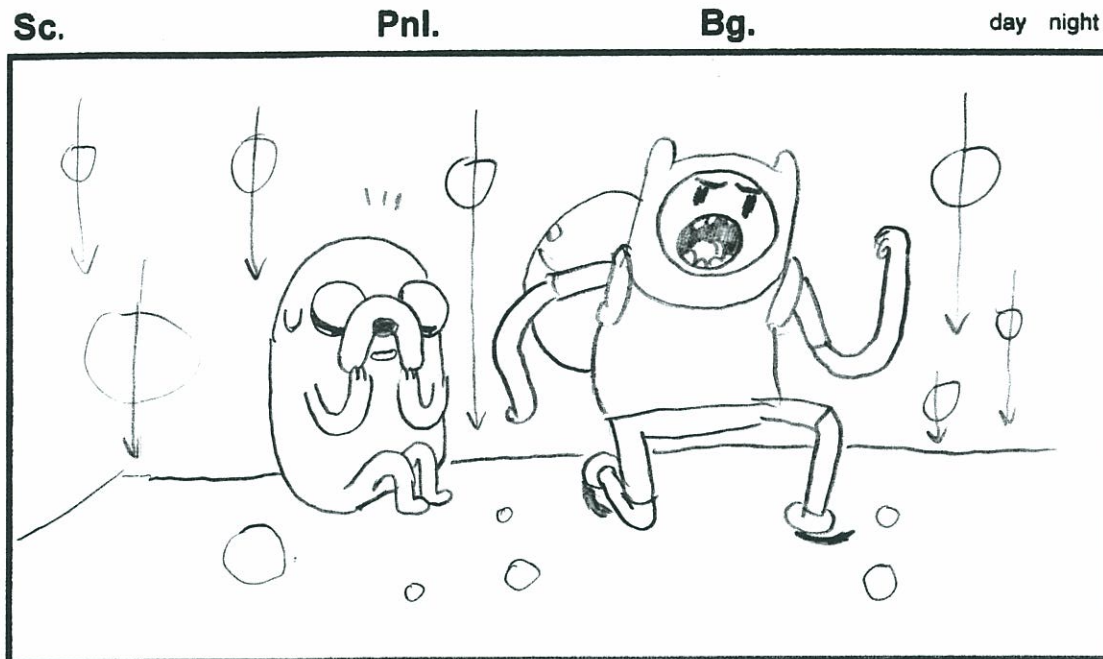
Dialog:	① Hey, you ok?	②
Action:	(truck in to forehead) (CROSS DISSOLVE)	BOULDERS FALLING IN (BG)
Timing:	147	148

EPISODE # 692010
Production :

ADVENTURE TIME



Page 69 G



Dialog:

(F:) I'll Help you mountain!!

A. (J:) "woh what?" B. (F:) I'll stop those Rough-HousERS FROM being rough

Action:

Timing:

149

150

EPISODE # 692010

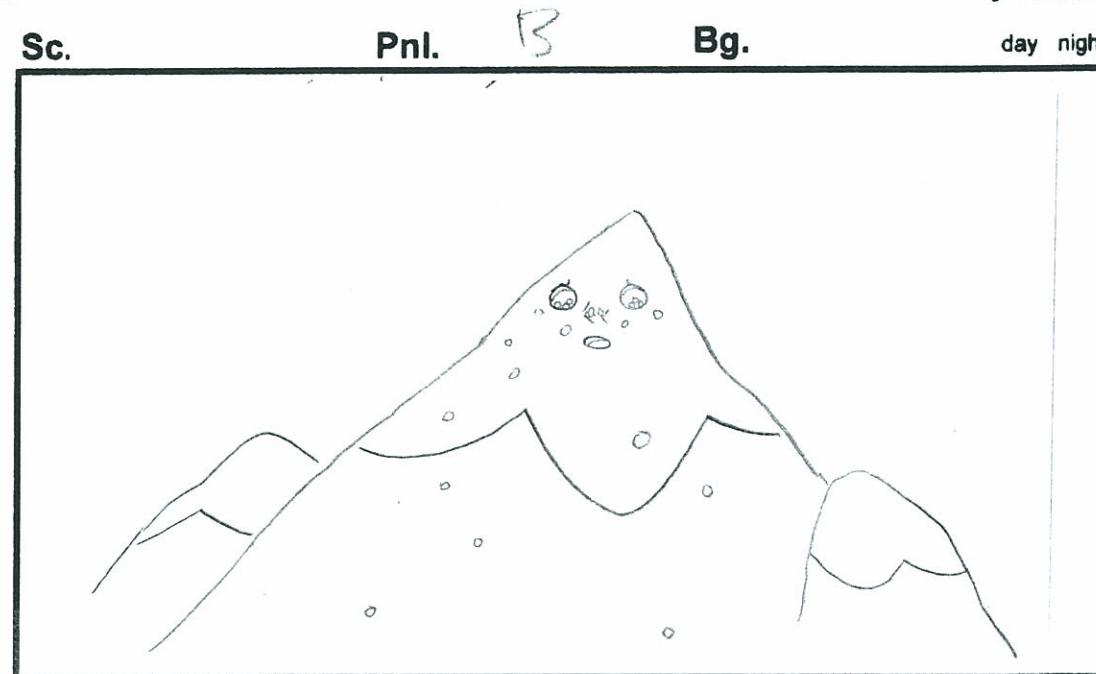
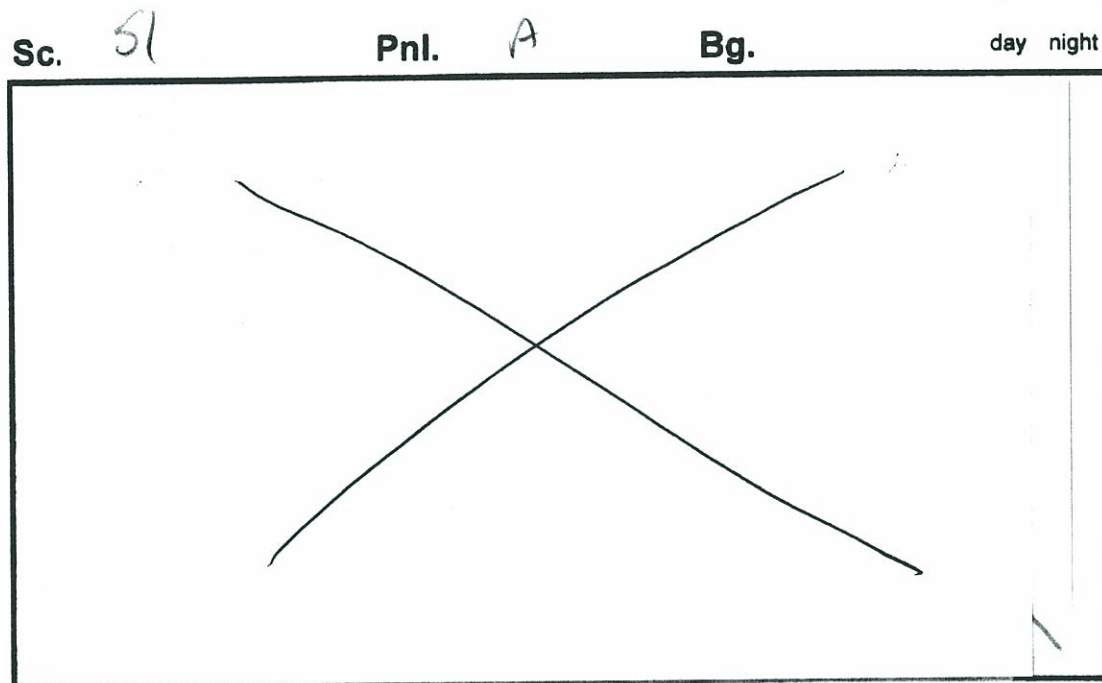
Production :



ADVENTURE TIME

*Next pg. 72

Page 70



Dialog:

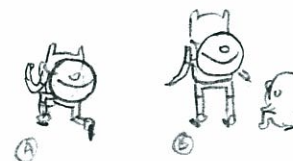
MM: *sniffle* Really? You'd do that for me?

Action:

(boulders pour from
mountain's eyes, rolling down)

(FINN STANDS UP)

(boulders become less frequent)



Timing:

151

152

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(F): YES SIR! MY NAME'S FINN!
AND I'M GONNA HELP YOU OUT!

(J!) But Finn, Rough-Housing is so
 ① ② ③ - ② ③
 frrrrnnnnnnn
 ② ③

153

154

692010

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (J) we're not gonna shut down the
Rough House for real are we?

Action:

Timing:

155 156

ADVENTURE TIME



Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

(F) No way... but... there's gotta be some kind of solution...

157

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

158

692010 EPISODE # Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(F) I'll figure this out, mountain man!

Action:

Timing:

159

(F:) hyup!

(jumps off nose.
Jake stretches arms & legs)

160

EPISODE # 692010

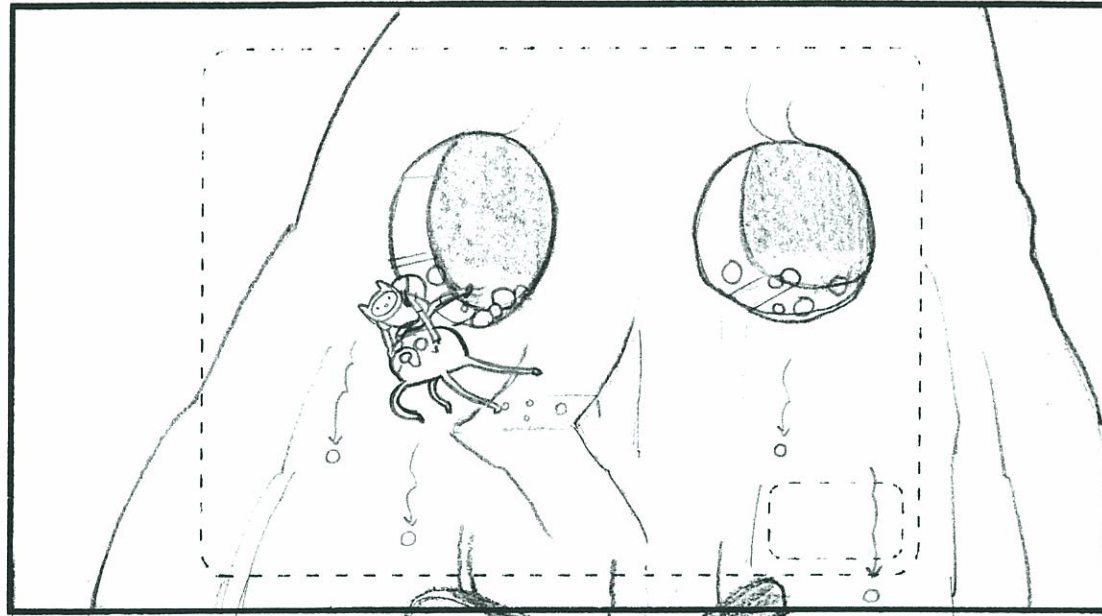
Production :

ADVENTURE TIME



Page 74

Sc. 56 Pnl. A Bg. day night

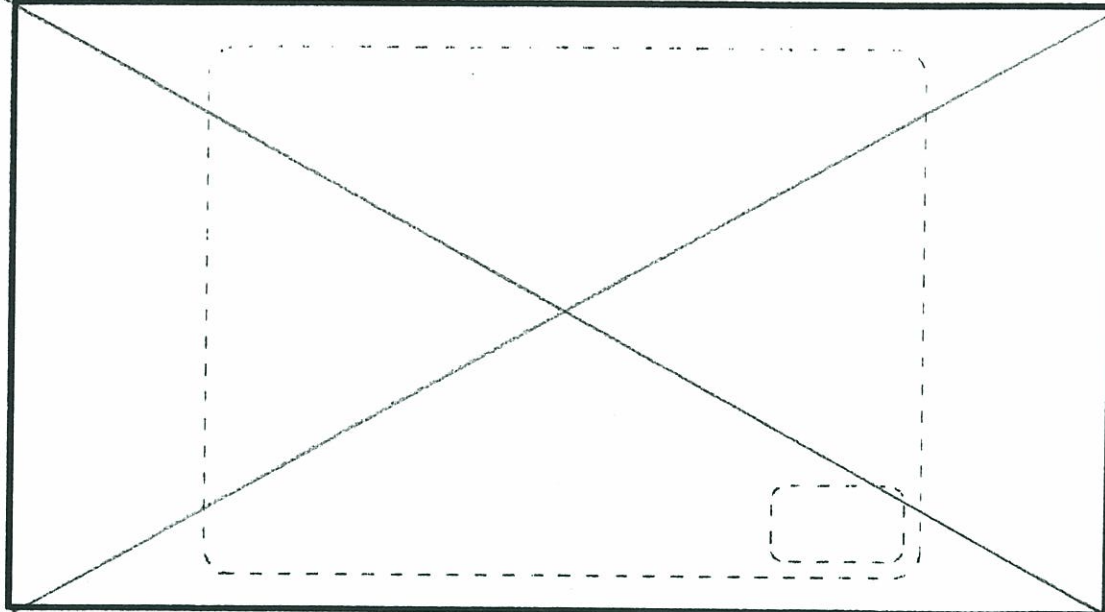


Dialog:

Action:

161

Sc. Pnl. Bg. day night



Dialog:

Action:

162

692010

EPISODE #

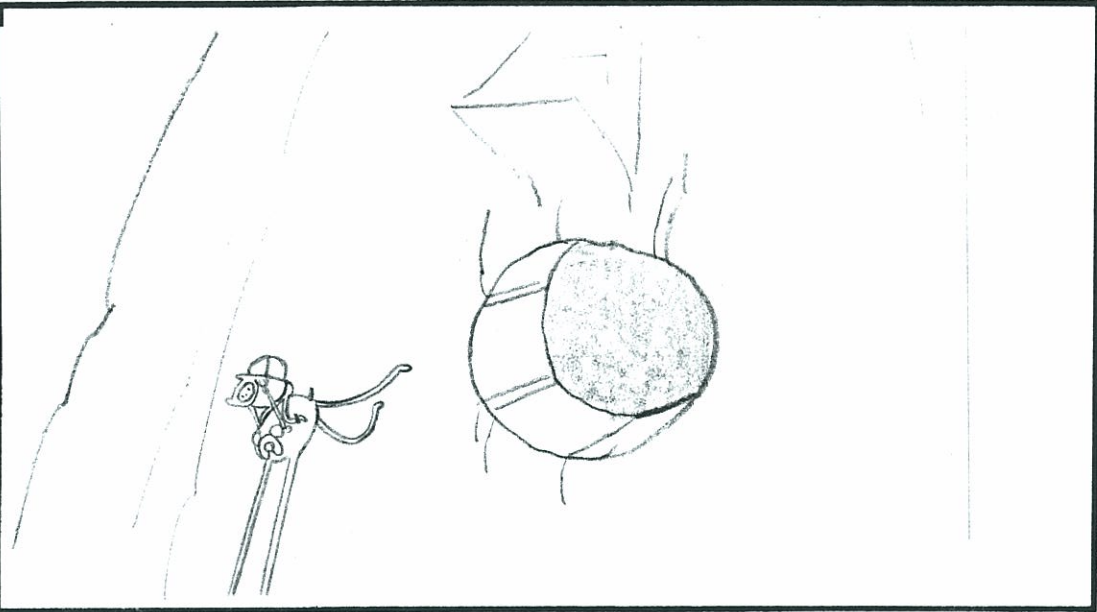
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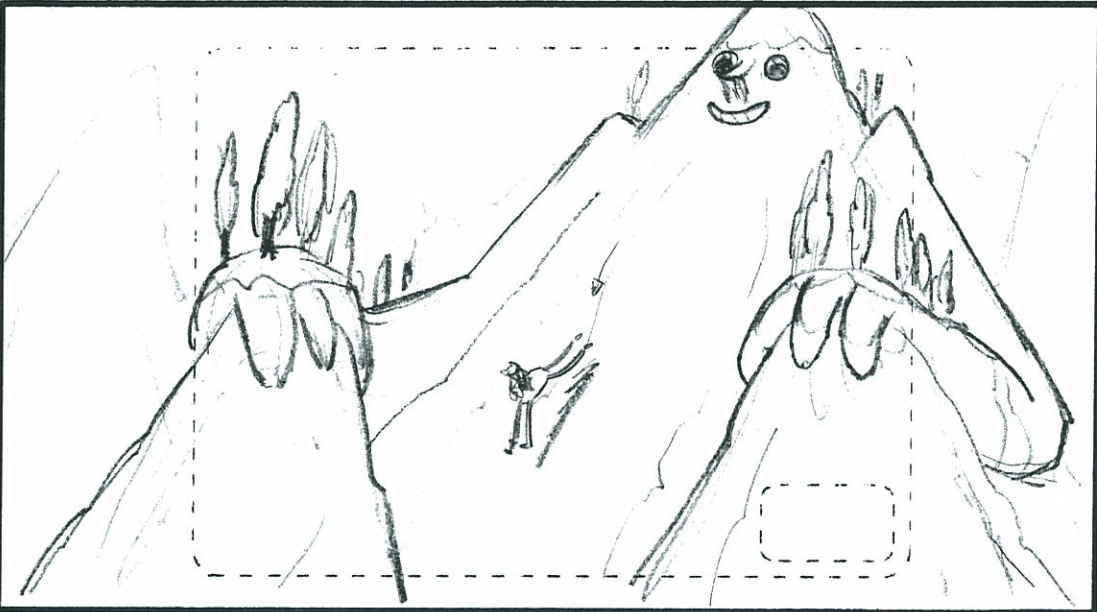
ADVENTURE TIME



Sc. 56 Pnl. B Bg. day night



Sc. 57 Pnl. A Bg. day night



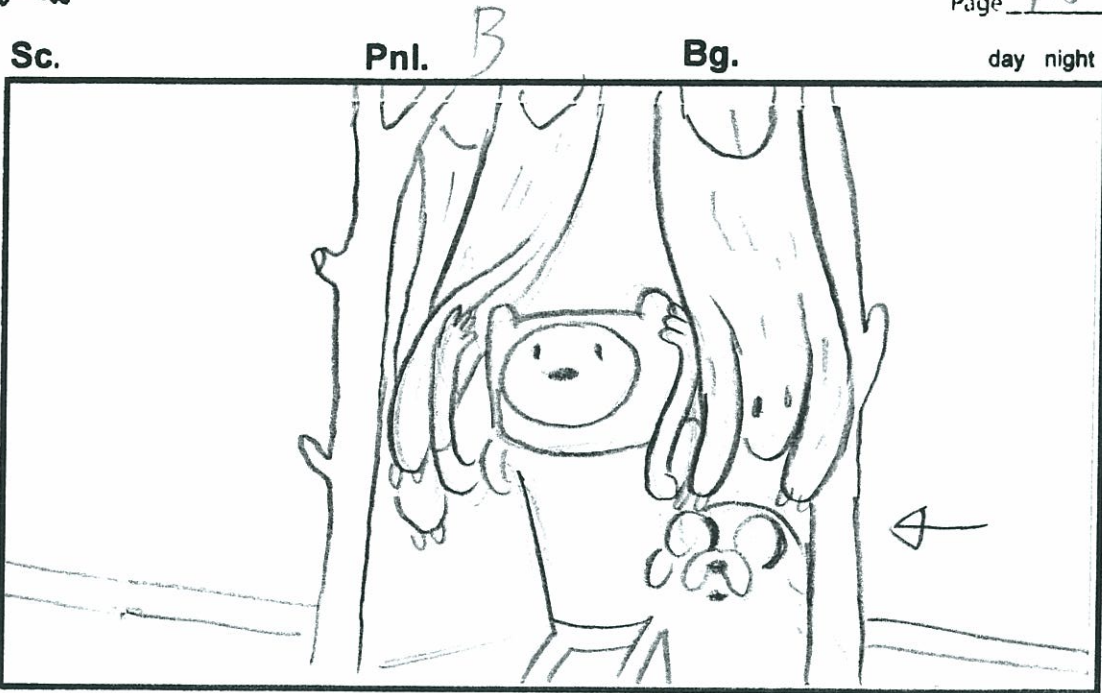
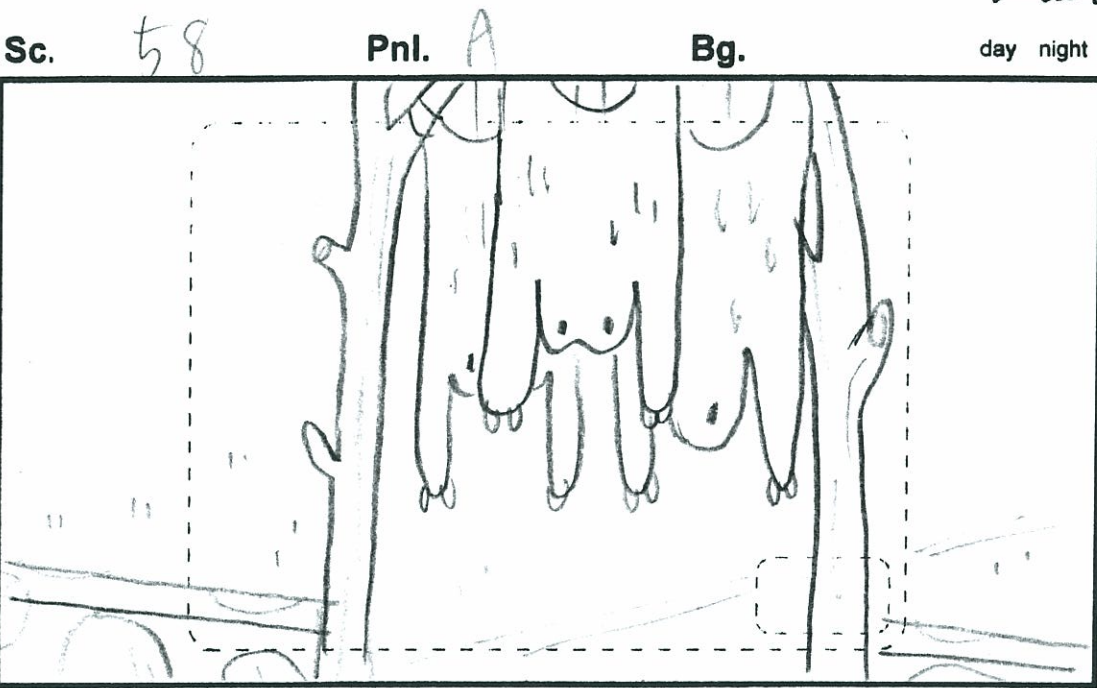
Dialog:	M: OH ...	M: THANK you fin!!
Action:	MOUNTAIN MAN'S MOUTH FORMS "O" SHAPE FOR "OH" BEFORE SCENE CUTS.	
Timing:	163	164

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ADVENTURE TIME



Dialog:

Action:

(Finn & Jake enter
Beer Garden)

Timing:

165

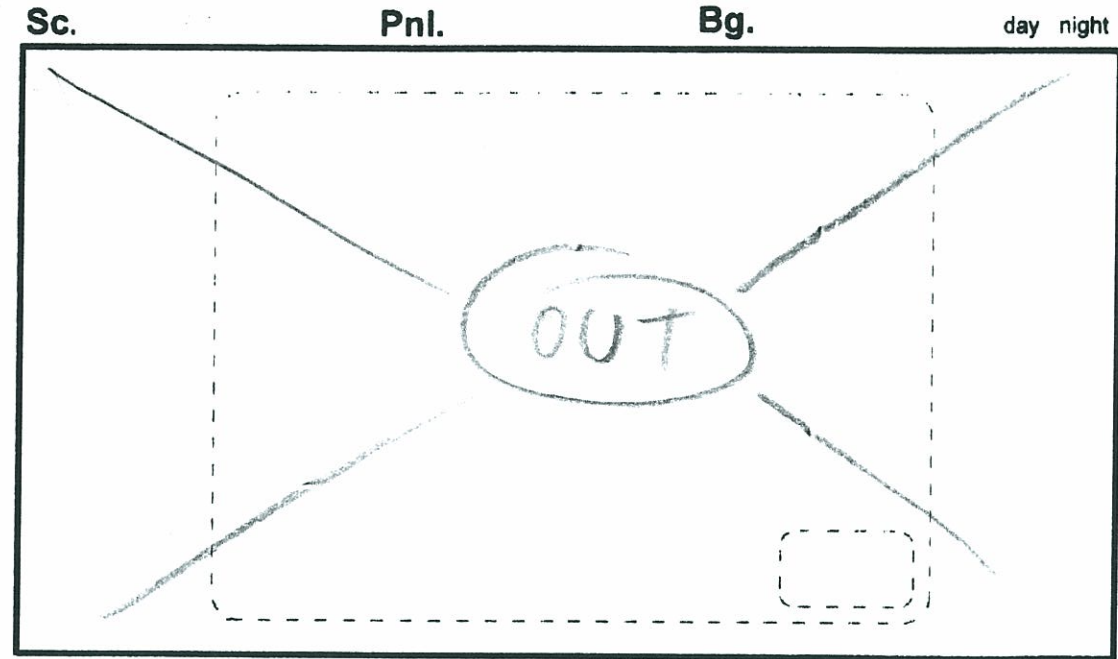
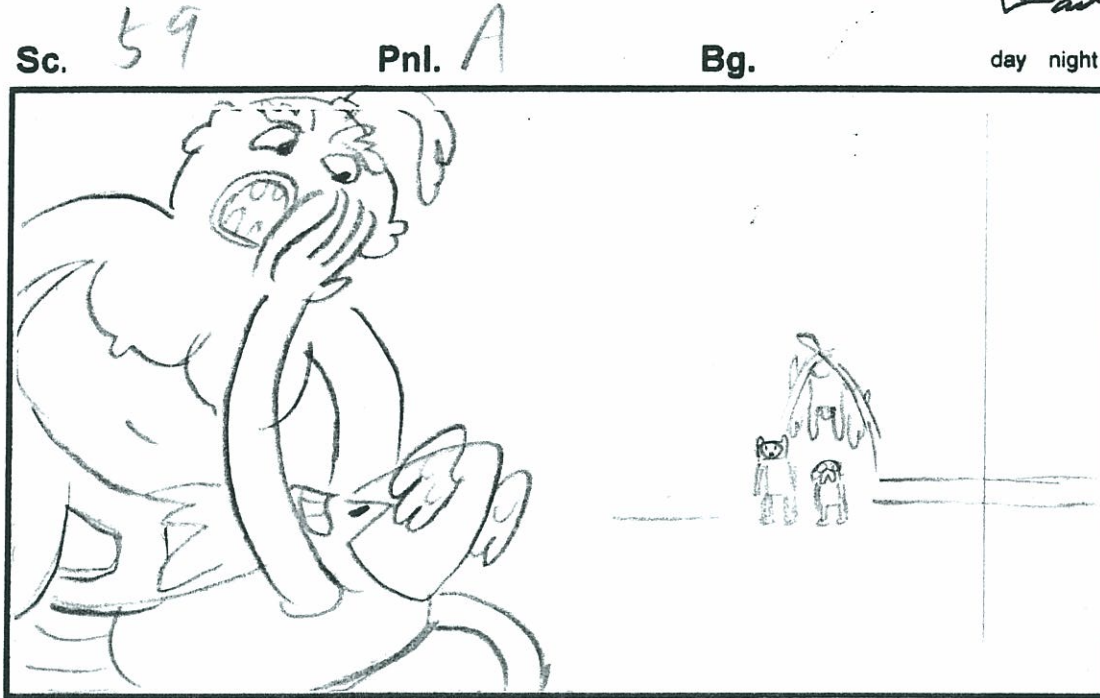
166

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ADVENTURE TIME



Page 77



Dialog:

Action:

Timing:

167

168

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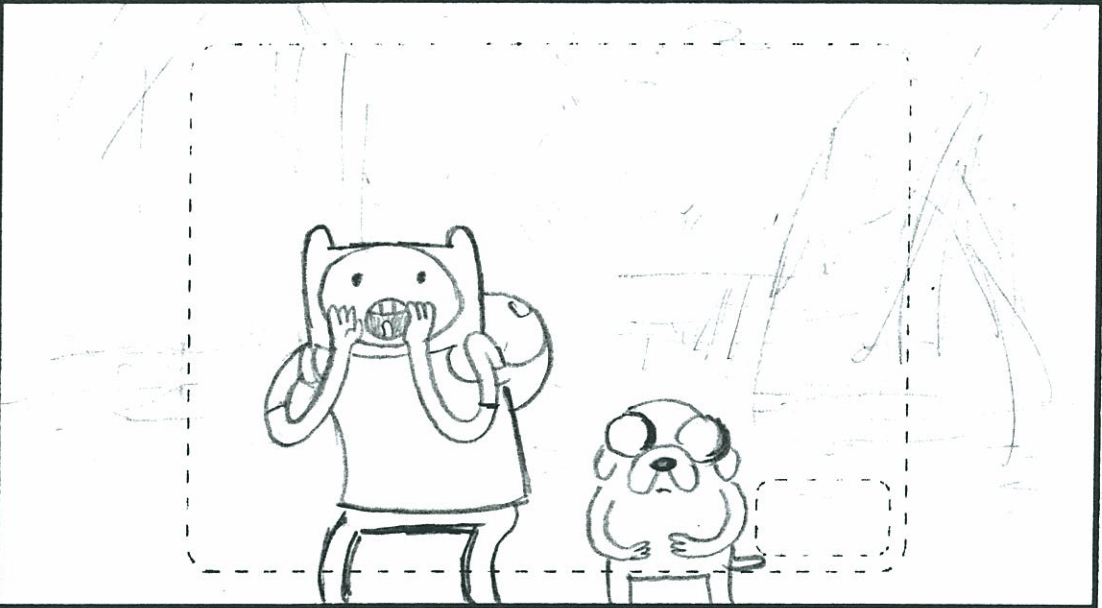
ADVENTURE TIME



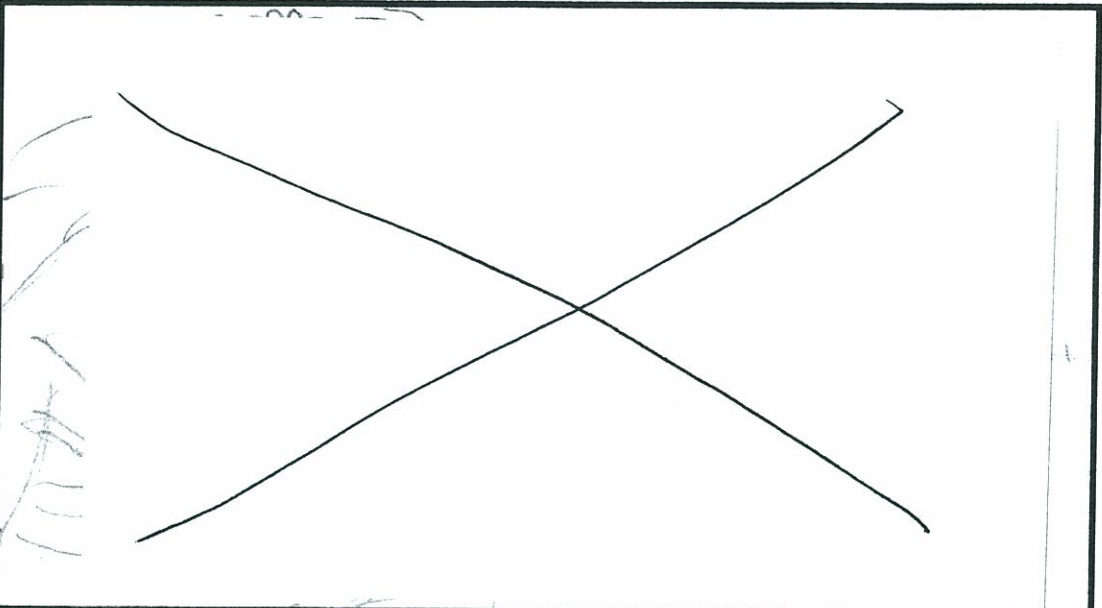
(Next pg. 82)

Page 78

Sc. 60 Pnl. A Bg. day night



Sc. 61 Pnl. A Bg. day night



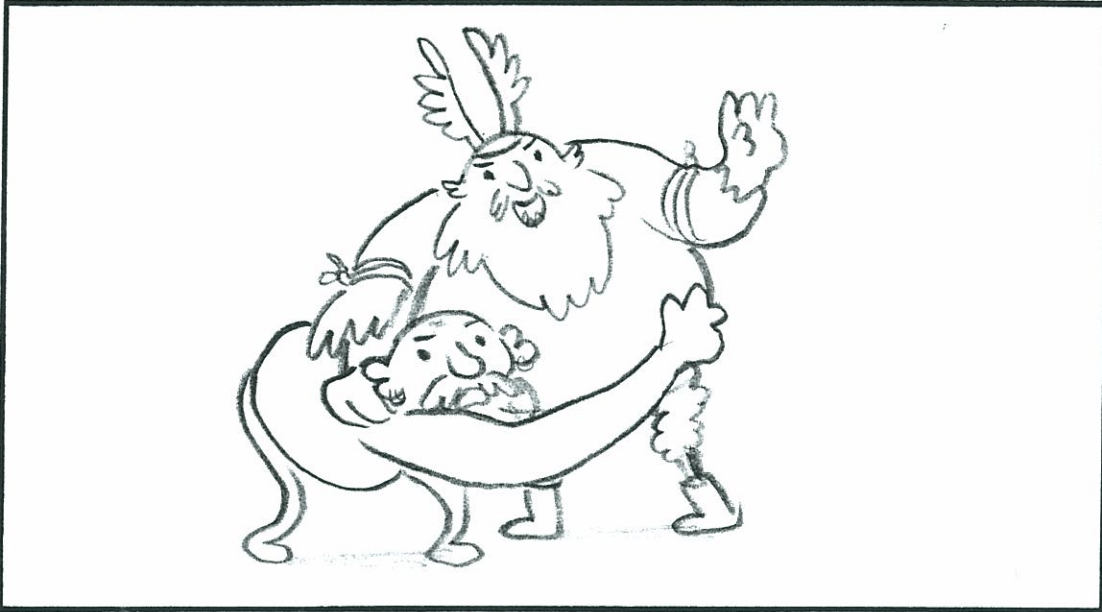
Dialog:	F: Hey you Guys!!	
Action:		
Timing:		
	169	170

EPISODE # 692010
Production :

ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night



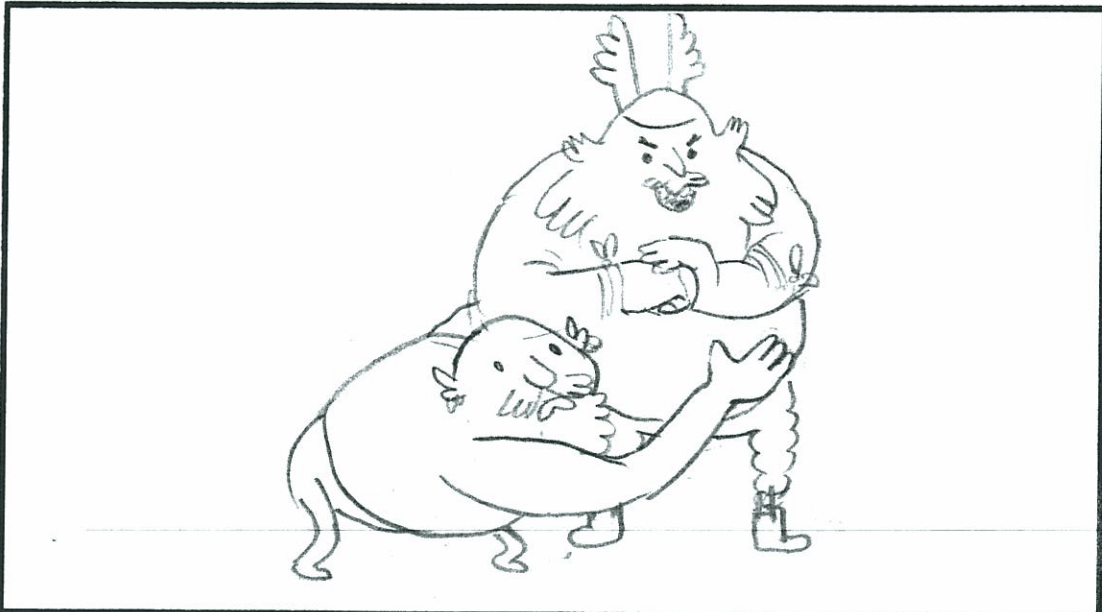
Dialog: HM: AH! Finn!

Action:

Timing:

171

Sc. Pnl. B Bg. day night



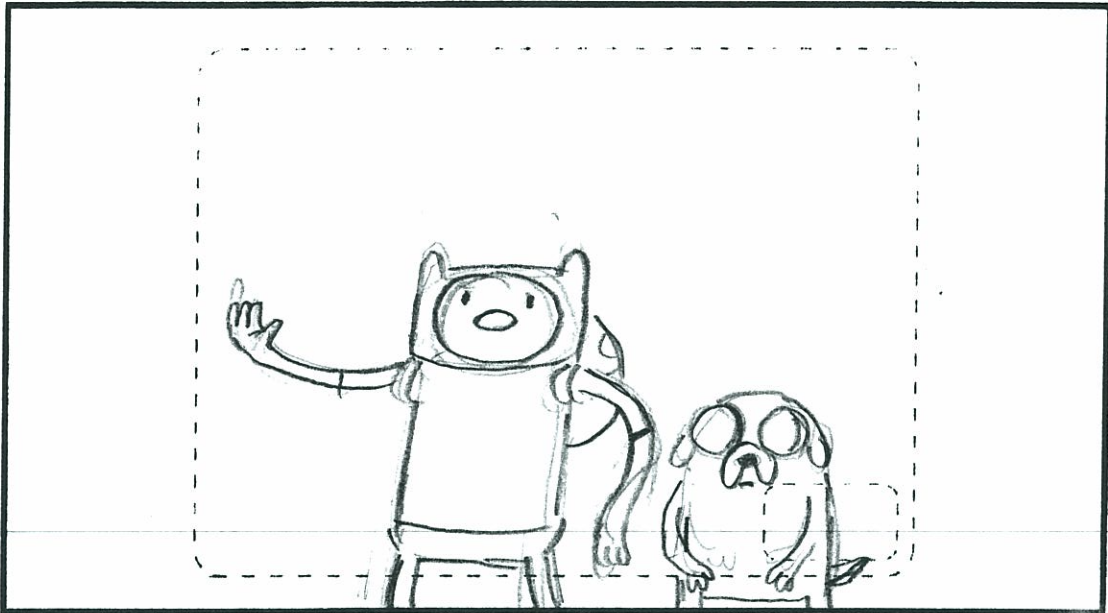
HM: Ready to get destroyed?

172

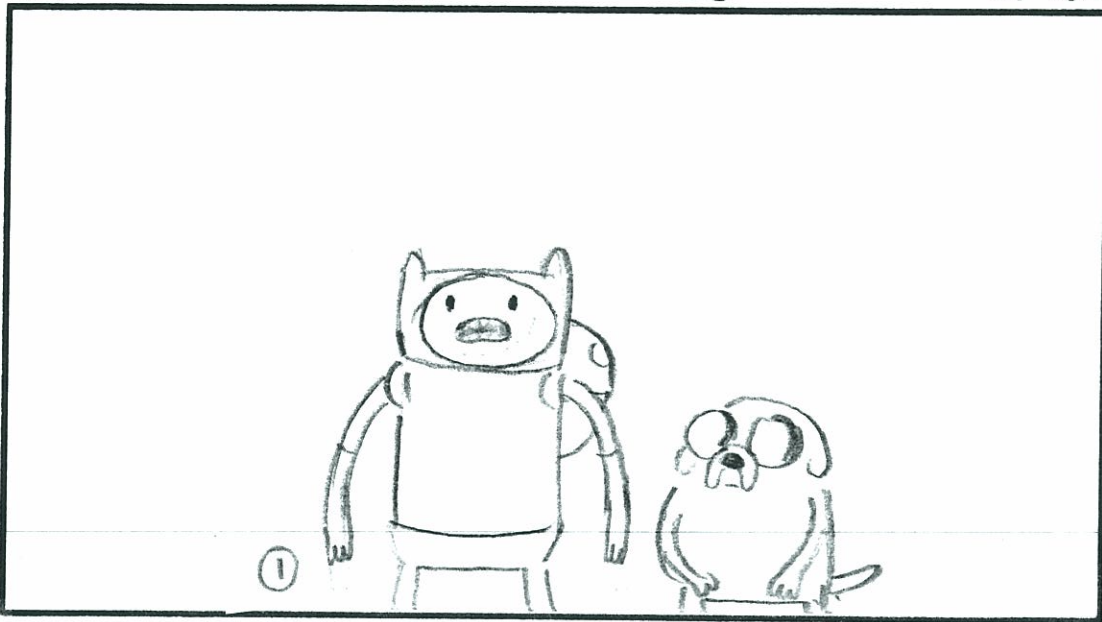
ADVENTURE TIME



Sc. 67 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: F: No ... wait

F: Uhh... actually... can you guys stop being so rough?
① ② ③

Action:

Timing:



173

174

692010

EPISODE #

Production :

ADVENTURE TIME



Sc. 68 Pnl. A Bg. day night



Sc. 69 Pnl. A Bg. day night



Dialog: M, M : What!?

M, M : Wha - T!?

Action:

Timing:

175

176

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ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Dialog:	WHAT !?	" KLUNK "
Action:		
Timing:	177	178

Sc. Pnl. B Bg. day night



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ADVENTURE TIME



Page 86

Sc. 71 Pnl. A Bg. day night



Sc. 71 Pnl. B Bg. day night



Dialog: HM: Woh Woh - !

HM: What are you talking about, Finn?

Action:

Timing:

179

180

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ADVENTURE TIME



Page 87

Sc. 72 Pnl. A Bg. day night



Dia
(F) I, umm... sigh
Act
Tim
181

Sc. Pnl. B Bg. day night



F: ...could you...
182

EPISODE # 692010

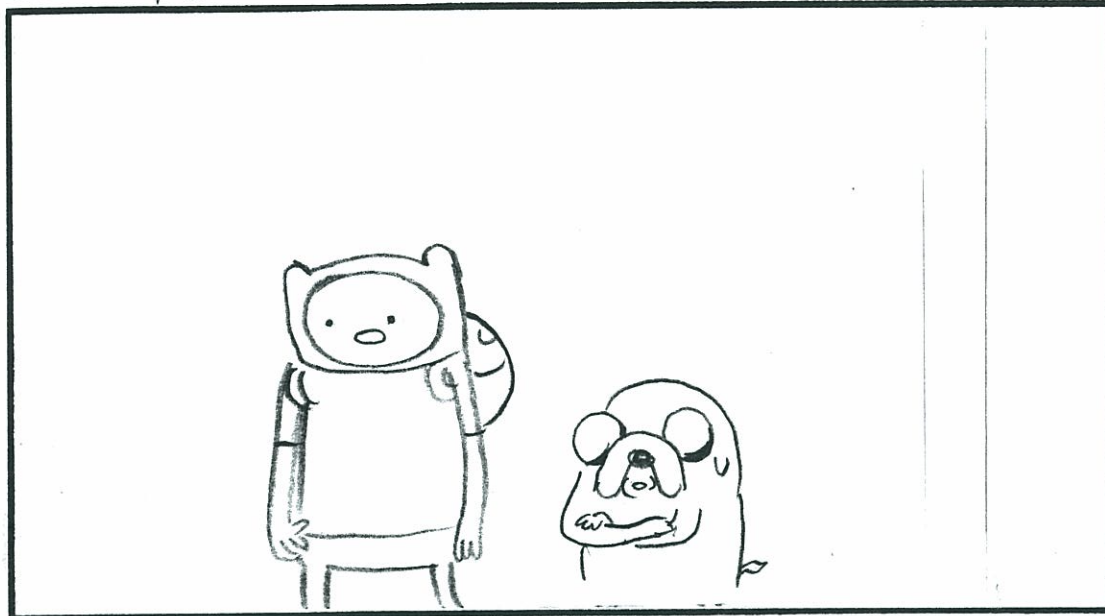
Production :

ADVENTURE TIME



Page 88

Sc. 72 Pnl. C Bg. day night



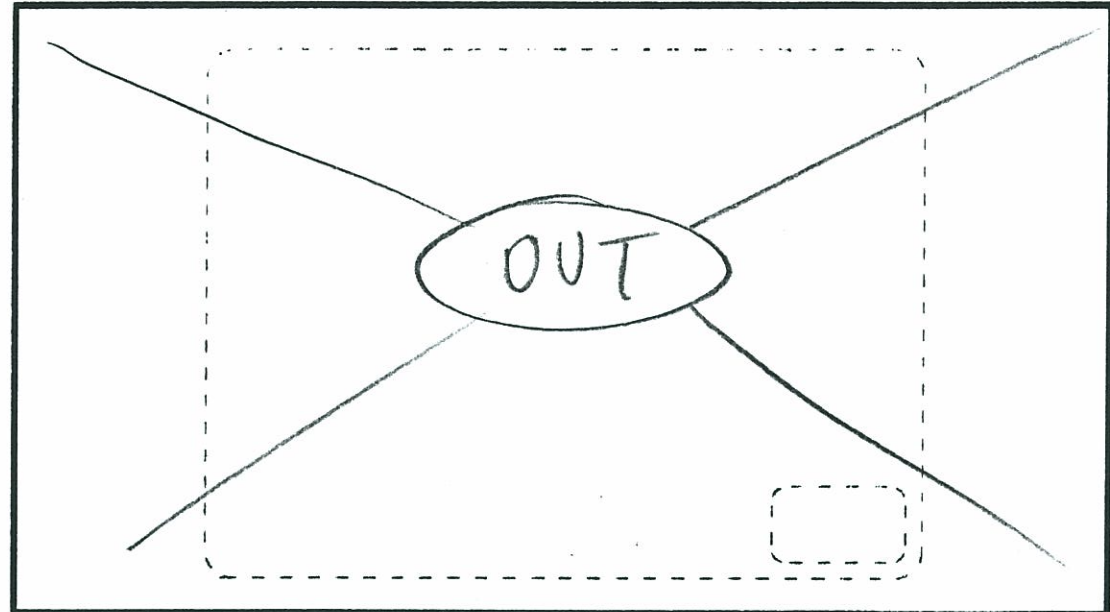
Dialog: F: Just tore down the rough housing a little...

Action:

Timing:

183

Sc. Pnl. Bg. day night



EPISODE # 692010

Production :

184



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Sc.

73

Pnl.

A

cg.

way

sc.

Pnl.

B

Bg.

Page

89

day night



Di

WHAT!!

Ac

Timing:



NO!!
KLUNK!!

Production :

EPISODE #

692010

185

186

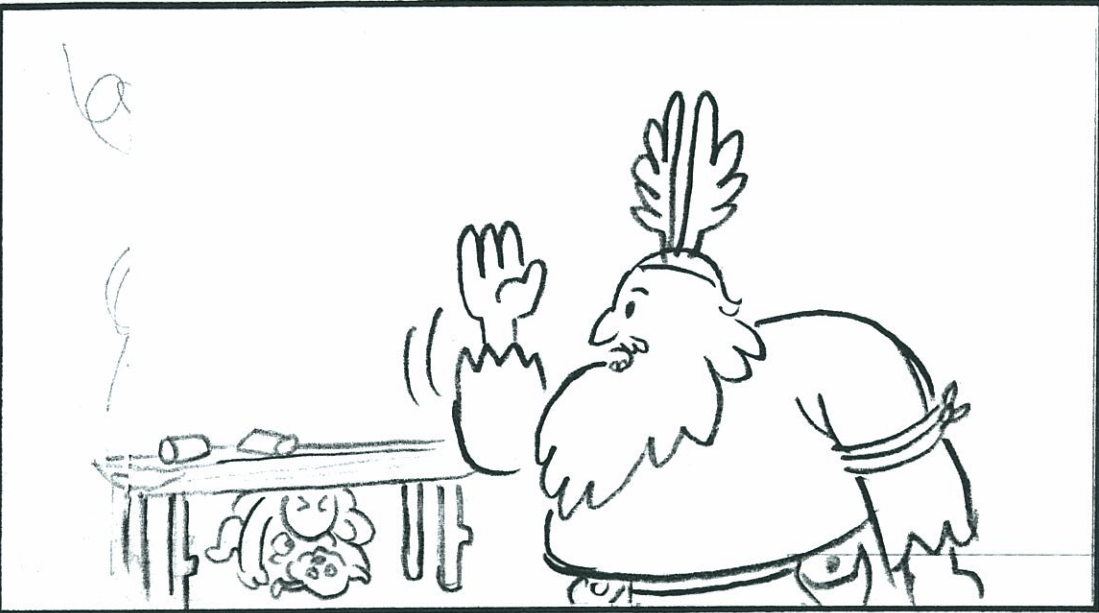
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ADVENTURE TIME



Page 90

Sc. 74 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
HM: Whoa! Shh...
It's alright fellas...

HM: Finn

Action:

Timing:

187

188

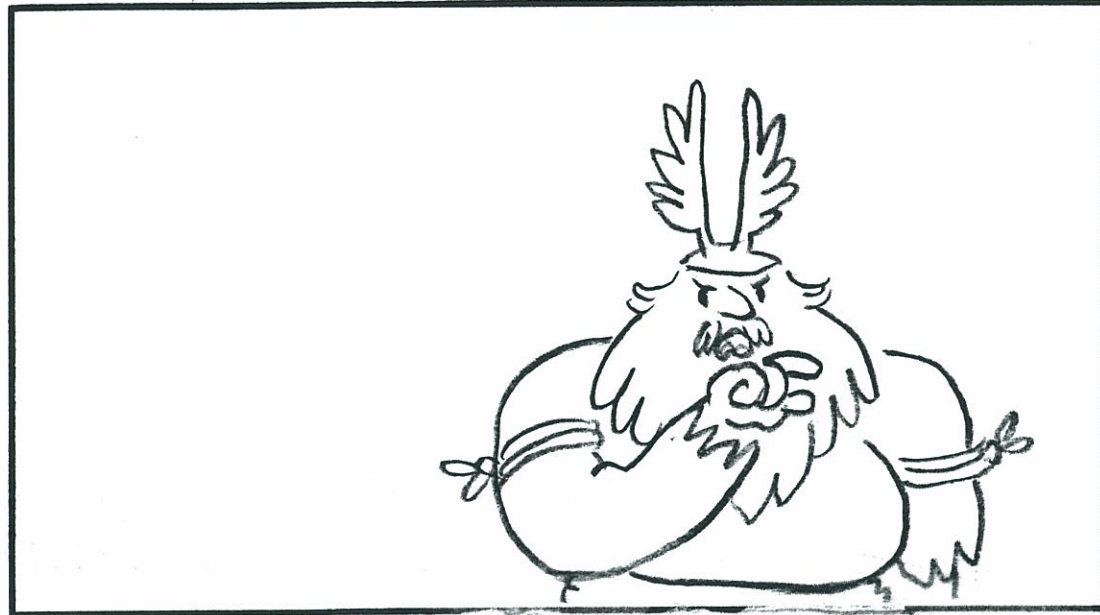
692010
EPISODE #
Production :

ADVENTURE TIME



Page 91

Sc. 74 Pnl. C Bg. day night



Dialog: HM: I'm sure this ^{"tone down the rough-housing"} something to do with your boom boom, and I can respect that...

Action:

Timing:

189

Sc. Pnl. D Bg. day night



HM: But how can we possibly make Rough-housing less Rough!?

190

692010

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ADVENTURE TIME



Sc. 75 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:
Action:
Timing:

191 192

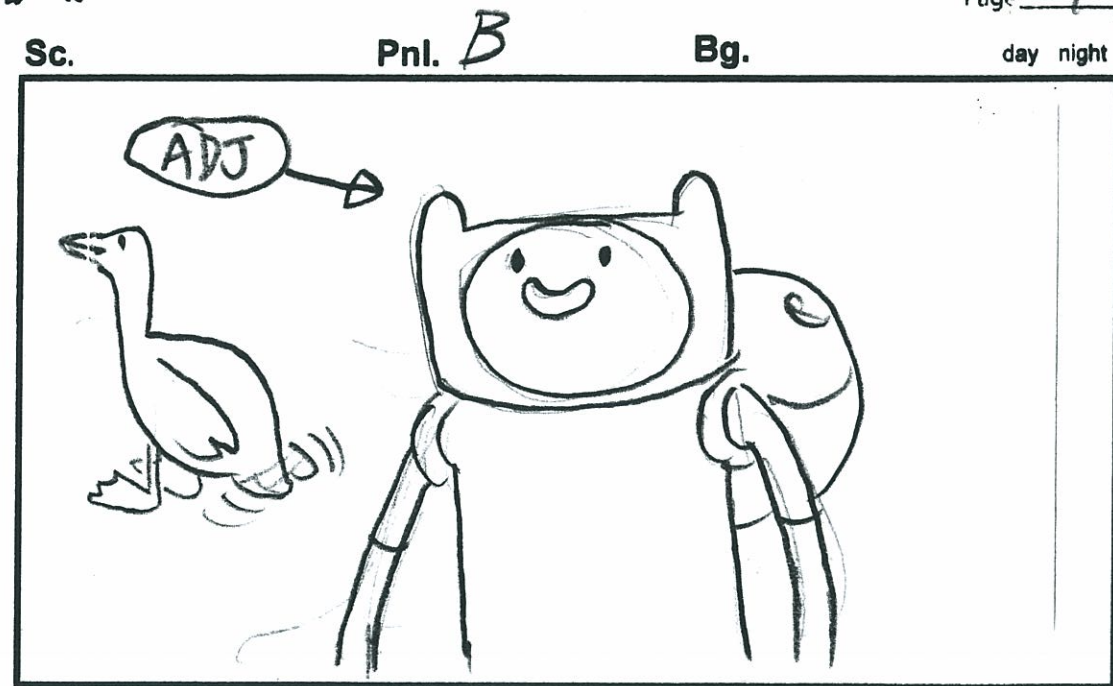
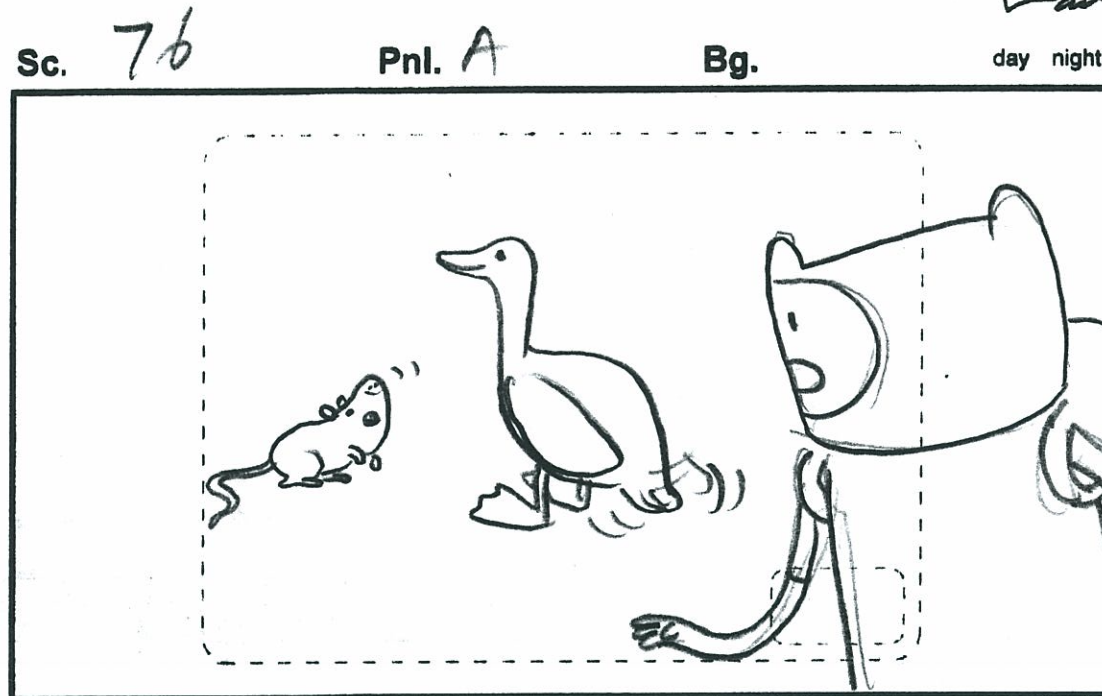
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ADVENTURE TIME



Page 93



Dialog:

F: Hu!

F: I think I have a perfect idea.

Action:

(Duck shaking butt,
RAT sniffing)

Timing:

193

194

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 77 Pnl. A Bg. day night

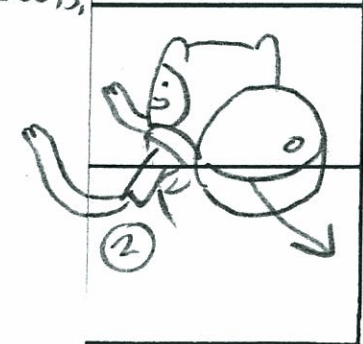
Dialog:

Action:

Timing:

195

① This'll soften
Your punches
for smooth knockouts,
② Like punching a
dream.



196

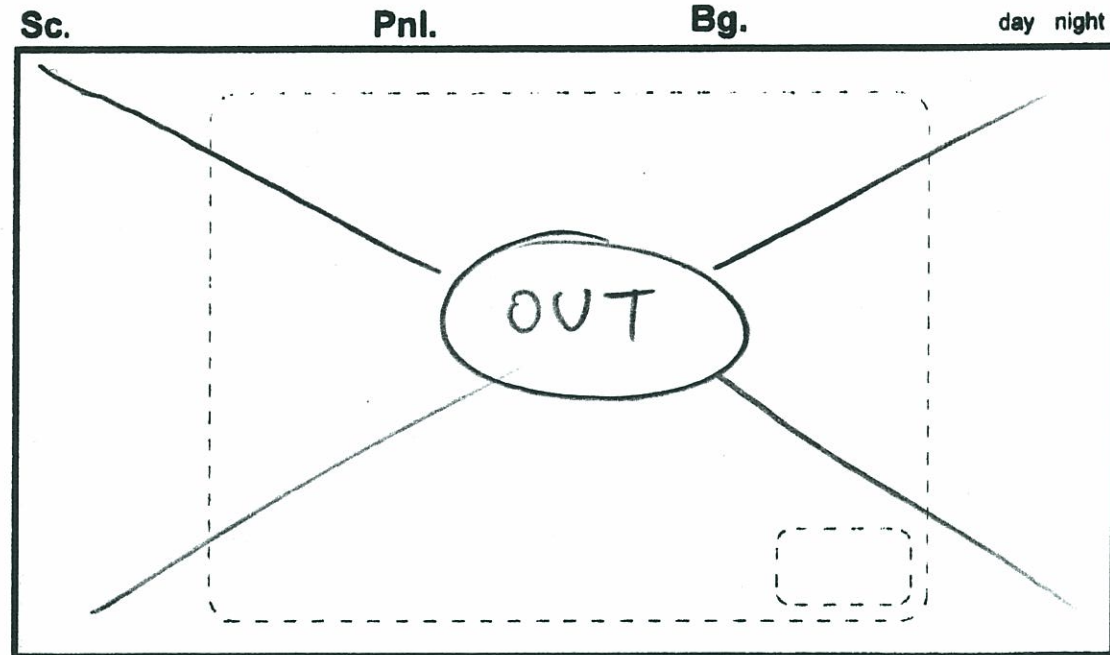
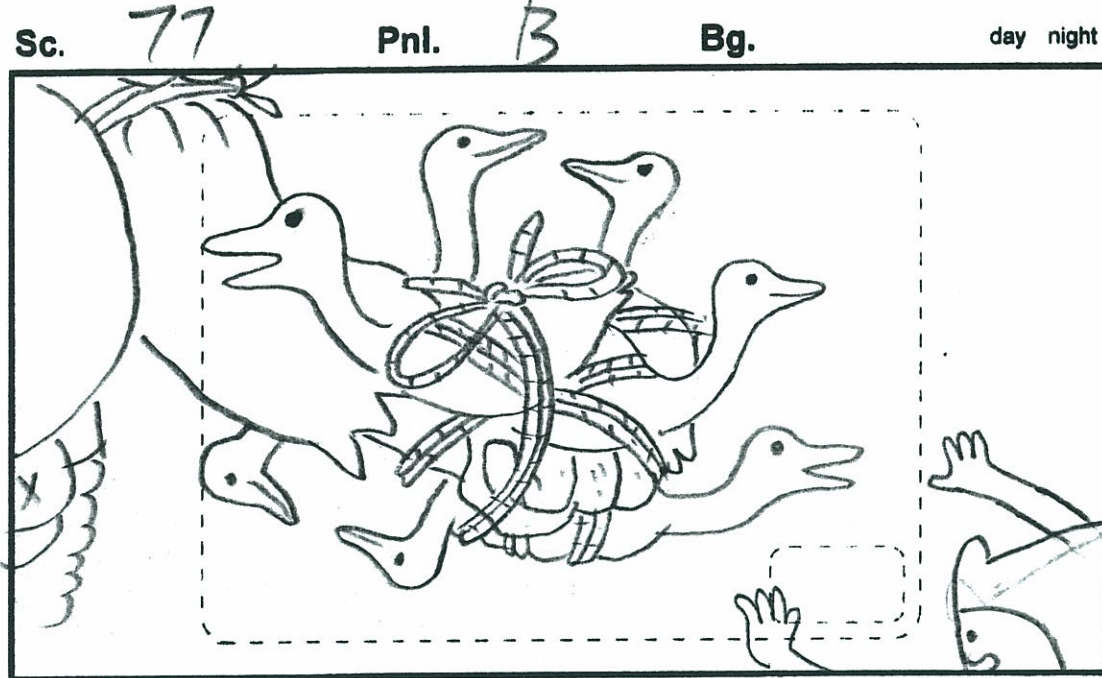
EPISODE # 692010

Production :

ADVENTURE TIME



Page 95



Dialog:

"quack quack quack!"

Action:

(Finn exits screen)

Timing:

197

198

692010

EPISODE #

Production :

ADVENTURE TIME



Sc. 78 Pnl. A Bg. day night



Dialog:

Action:

Timing:

199

Sc. Pnl. B Bg. day night



Ducks : Quack!

(Head Marauder punches M#)

200

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ADVENTURE TIME



Sc. 78 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night Page 97



Dialog:
RATS: "SQUEEK"

Action:

Timing: (repeat 201 202

692010
EPISODE #
Production :

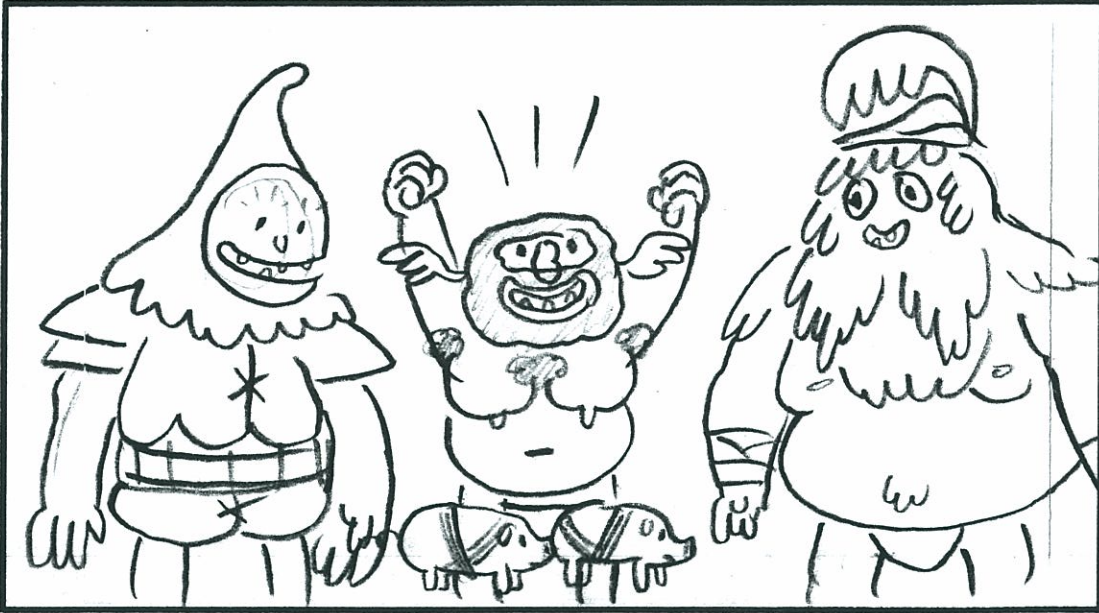
ADVENTURE TIME



Sc. 78 Pnl. E Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:

Duck: "Quack"
HM: Haha!

M#6: HaHa!
Pigs on my knees !!

Action:

Pigs on my
knees!!

Timing:

203

204

692010

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ADVENTURE TIME

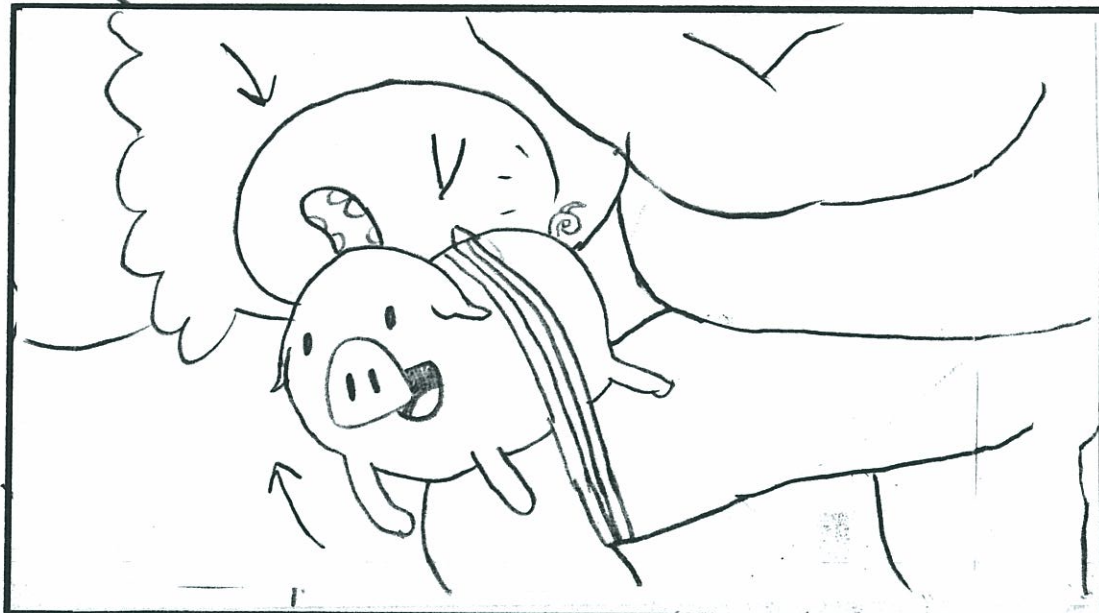


(Next pg. 102)

Sc. 79 Pnl. B Bg. day night



Sc. 80 Pnl. A Bg. day night



Dialog:

PIG: "OINK"

Action:

(Knee Kicks)

Timing:

205

Pig: * oink oink! *

206

EPISODE #

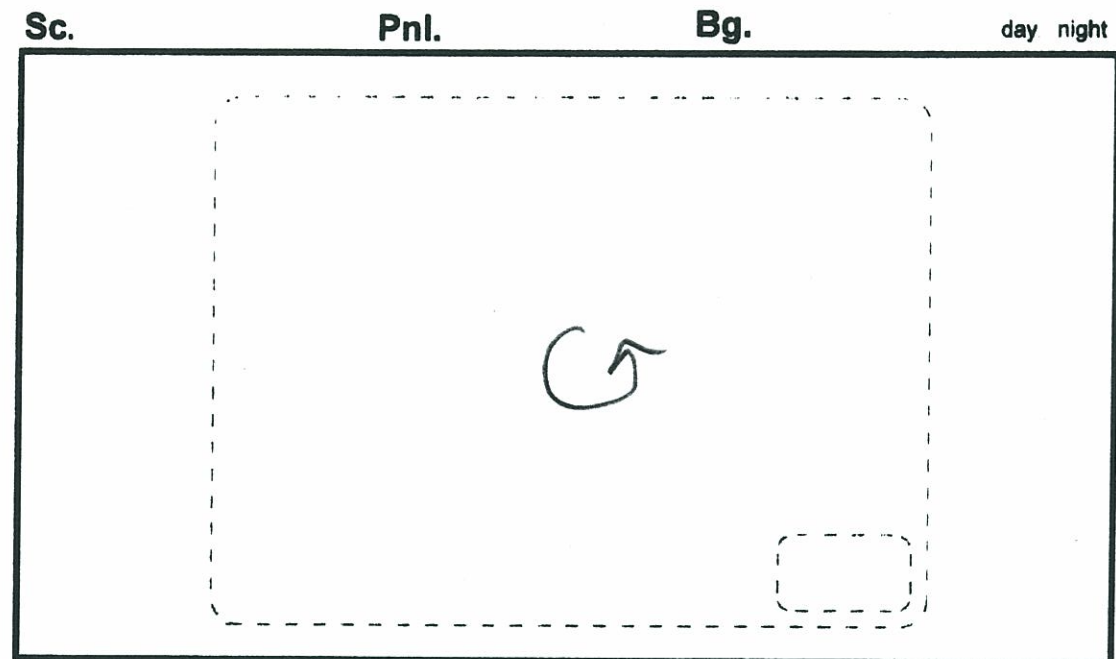
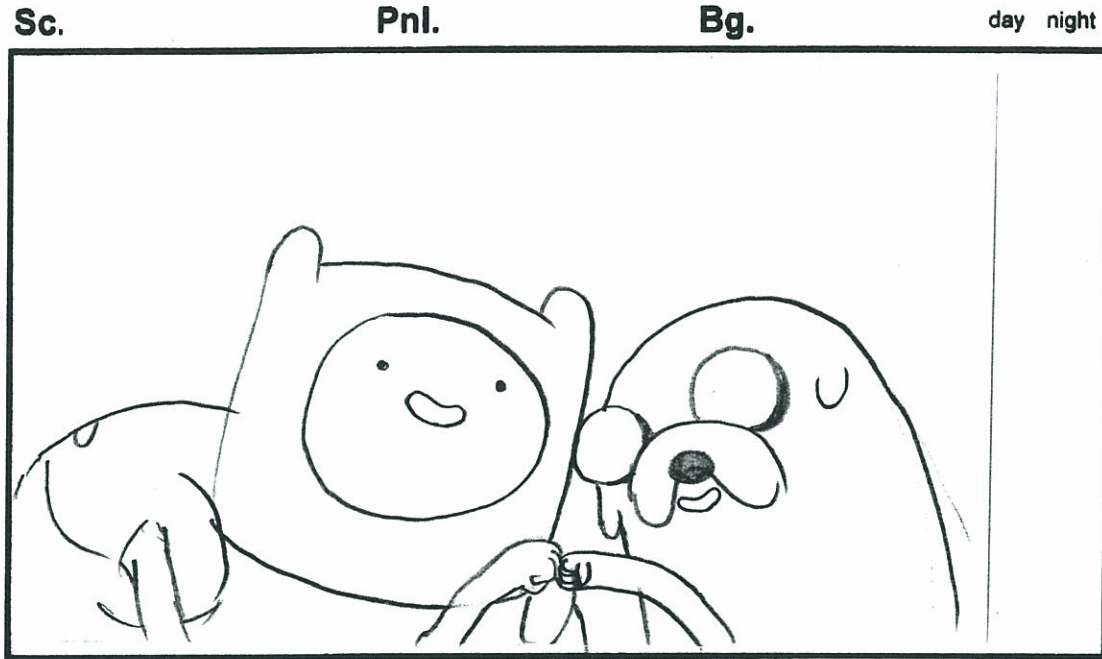
692010

Production :

ADVENTURE TIME



Page 102



Dialog:

(F&J): haha! yesh!
success!!

Action:

Timing:

207

208

EPISODE # 692010

Production :

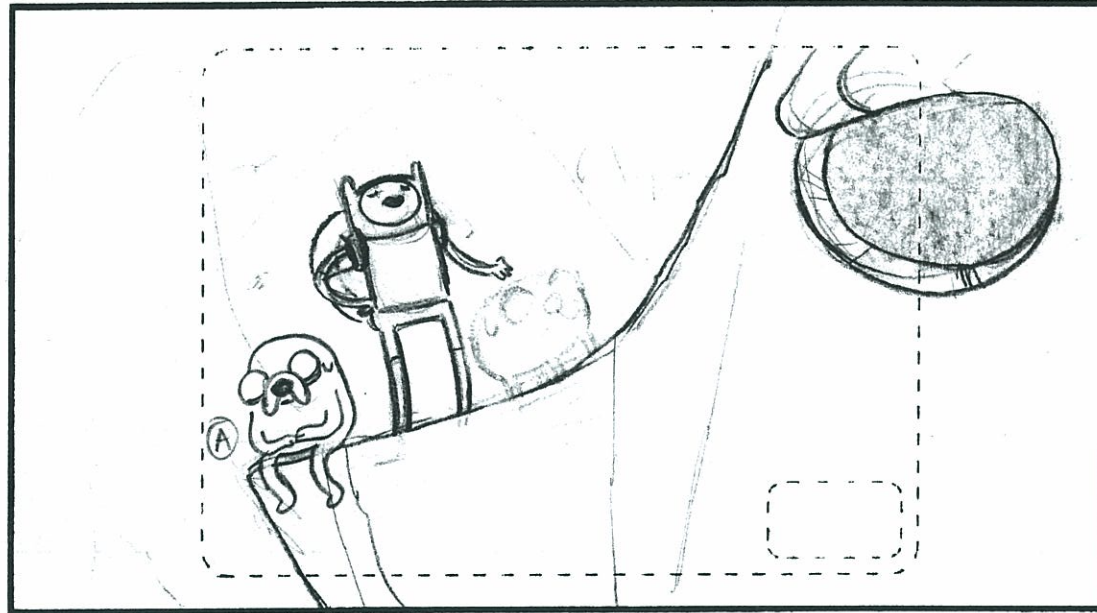
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ADVENTURE TIME

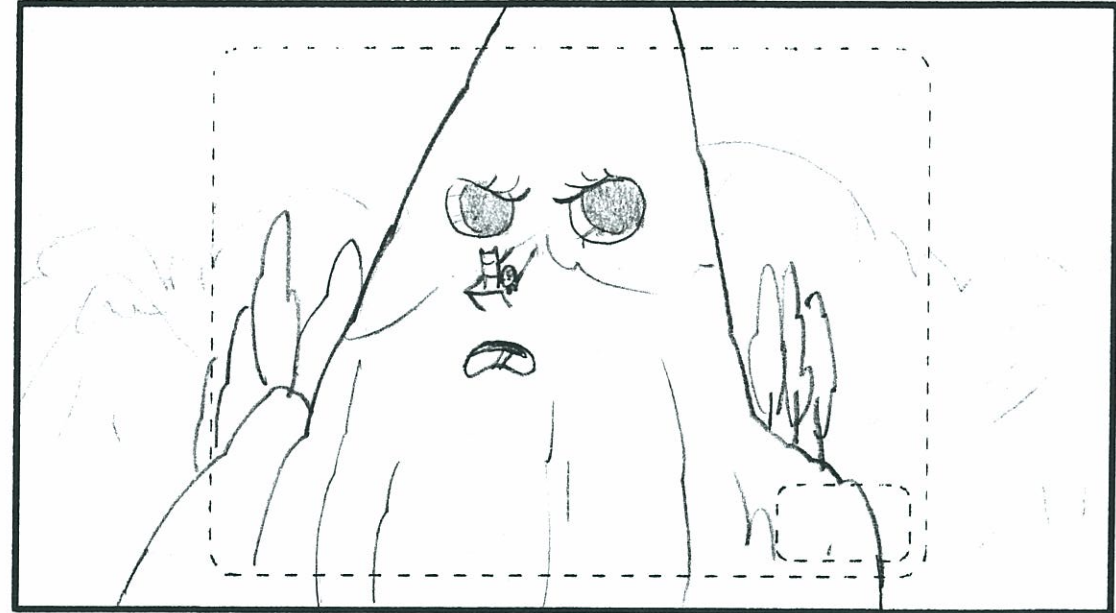


Page 102A

Sc. 81 Pnl. A Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog: F: WHAT DO YOU THINK? PRETTY GOOD HUH!
Fixed all your problems right?

Action: (JAKE SWINGS LEGS)
① ② ③ (Jake looks at mountain)

Timing:

209

M: NO! That was terrible..
Now the men are just



210

692010

EPISODE #

Production :

ADVENTURE TIME



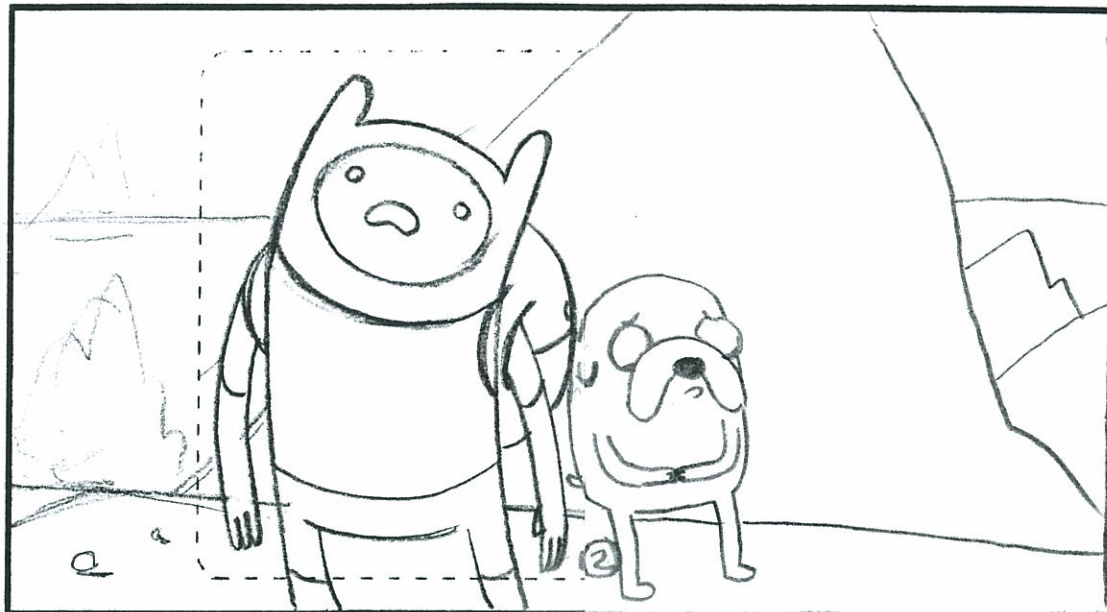
Page 102B

Sc. 83

Pnl. A

Bg.

day night

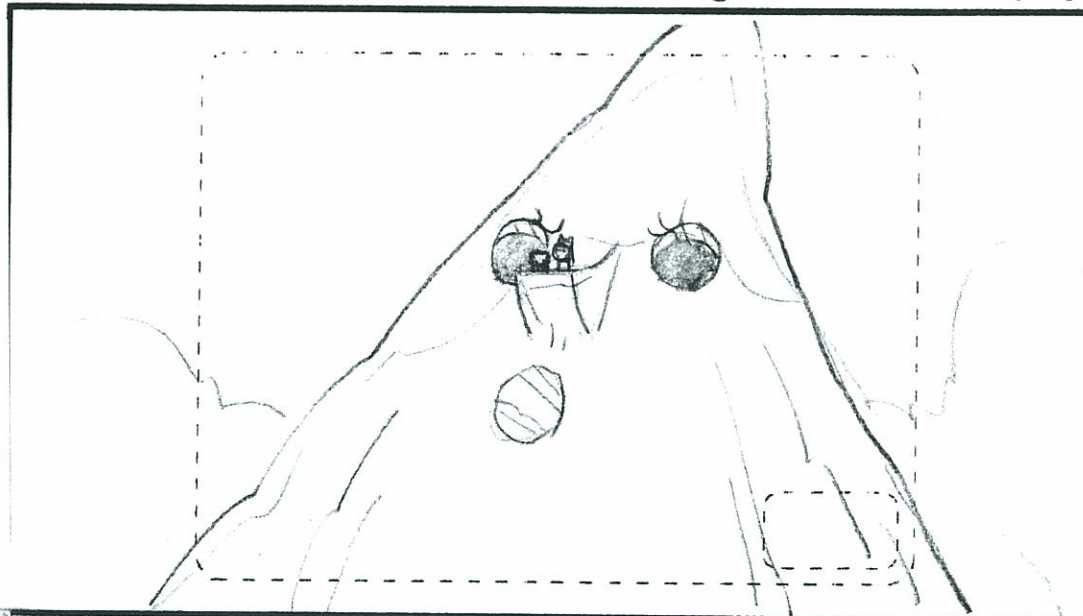


Sc. 84

Pnl. A

Bg.

day night



Dialog:

M: (os.) punching animals... and Being Rough
with animals

Action:



Jake walks behind Finn.

Timing:

→ It's worse than before!
and It's in no way a good solution!
What were you thinking?

211

212

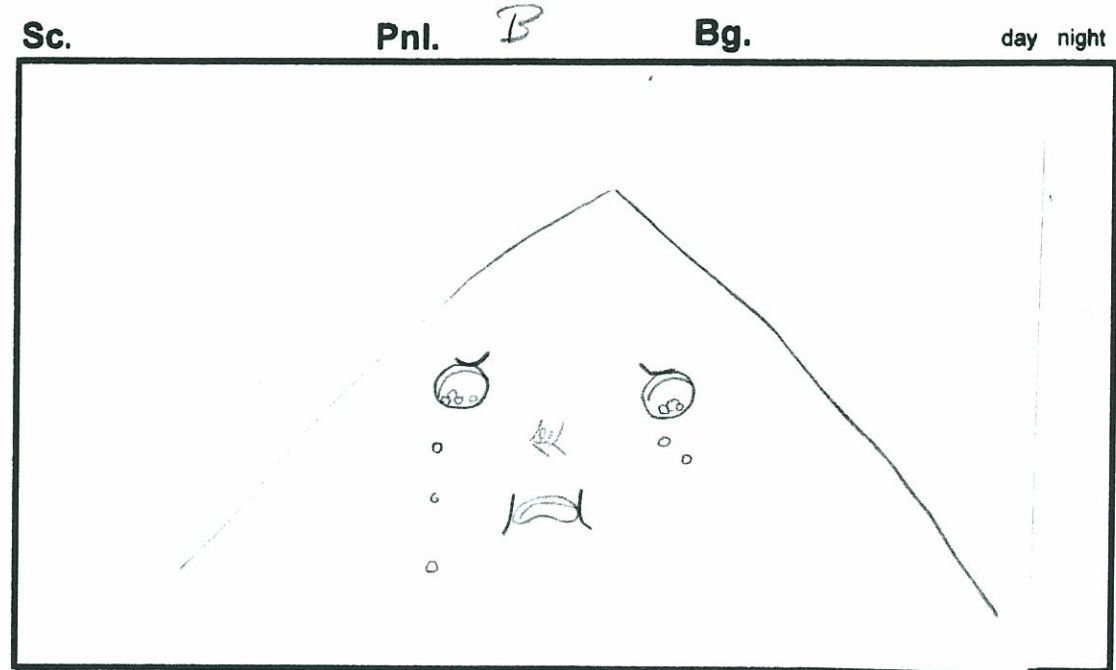
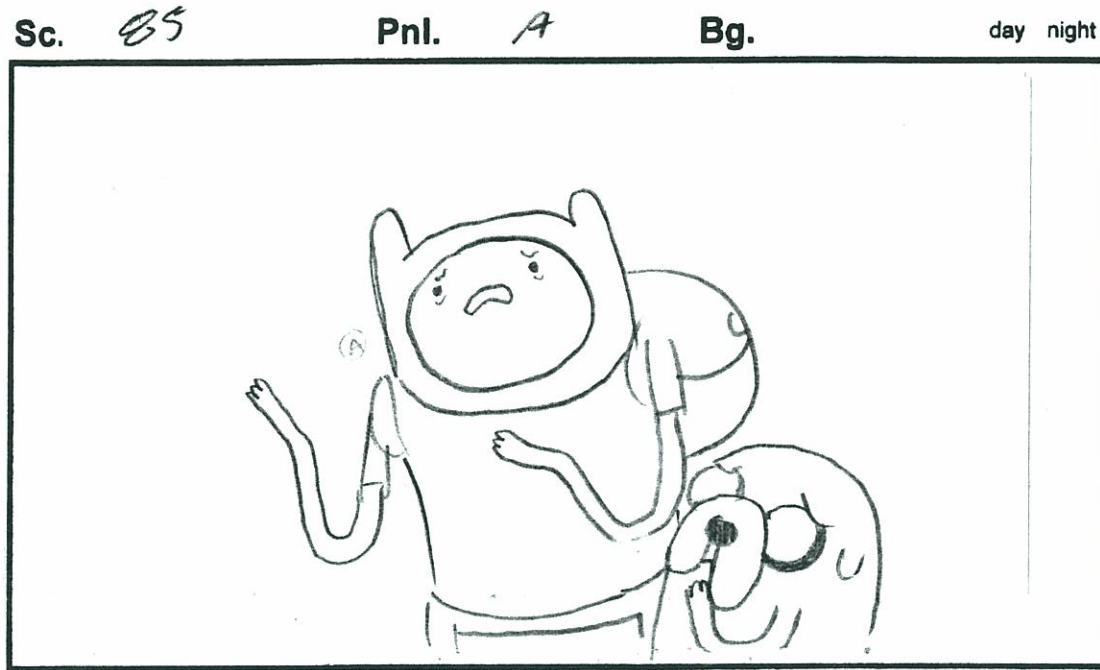
EPISODE # 692010

Production :

ADVENTURE TIME



Page 103



Dialog:

f: I'm sorry!...

Action:

Timing:

m: Well you should be...
it's not fair to those
animals and it's not fair
to me! I might just
start to cry again!
y'know!?

213

214

692010

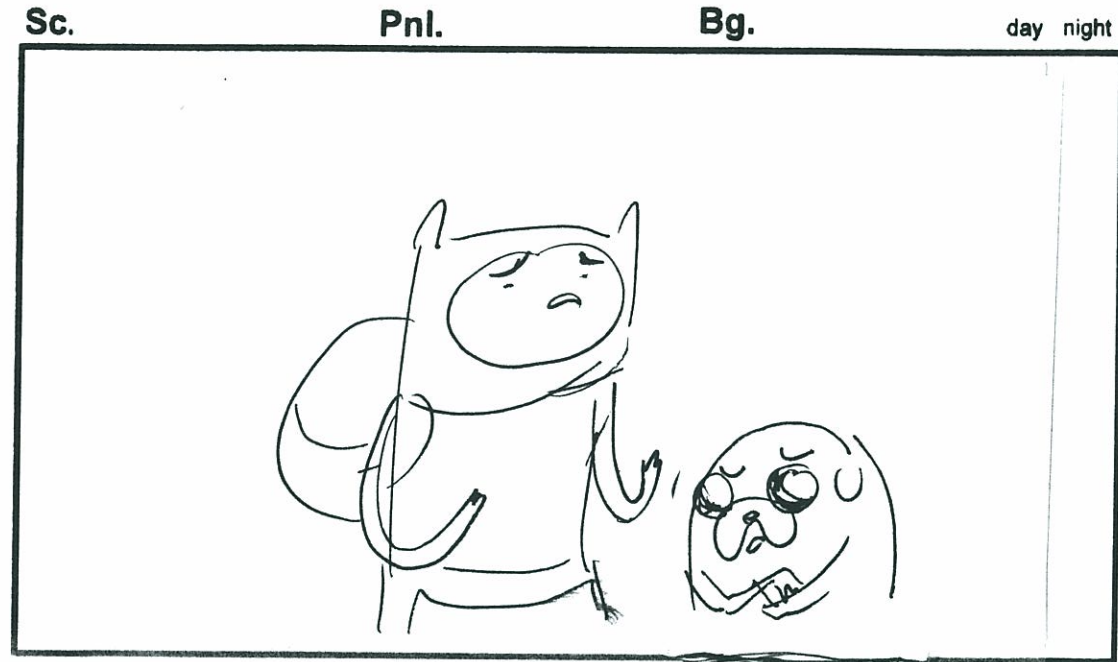
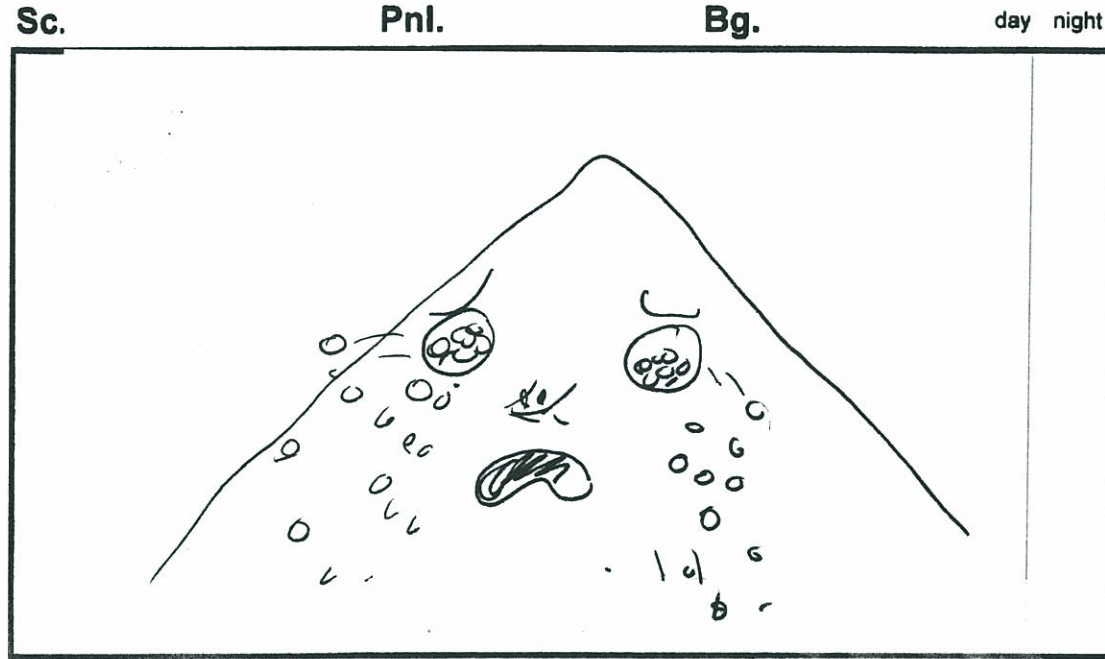
EPISODE #

Production :

ADVENTURE TIME



Page 103A



Dialon:

MM: (CRYING)

Actio

Timin

⑤ *sigh*
oh man.

215

216

EPISODE #
692010

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

217

Sc.	Pnl.	Bg.	day	night

(F:) Come on Jake, I gotta give this another shot.	

218

EPISODE # 692010

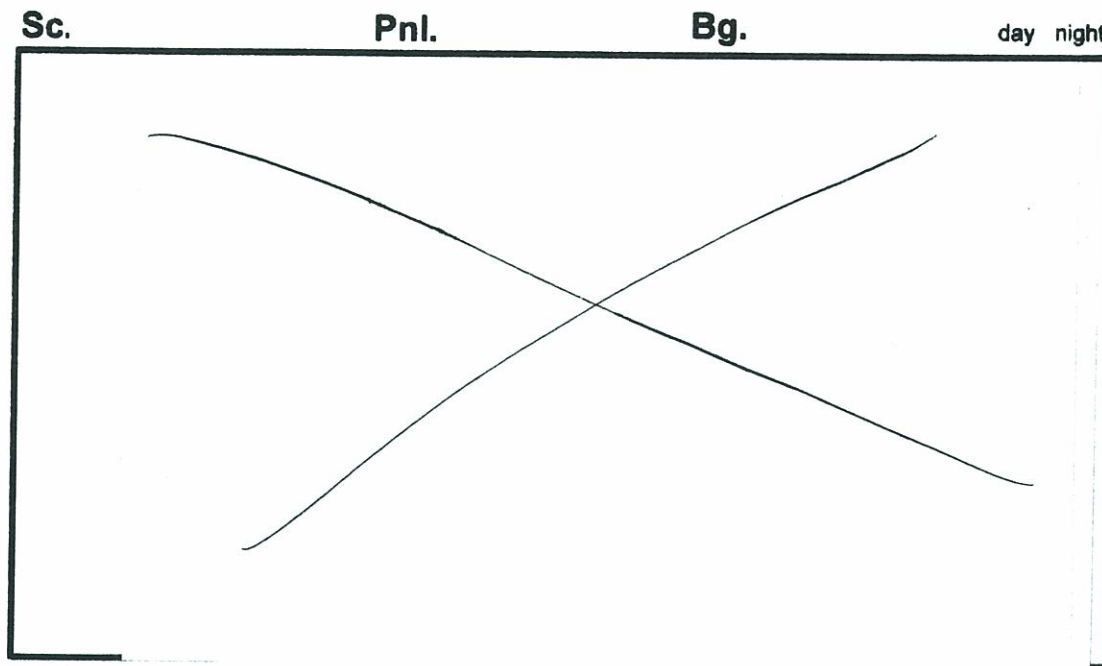
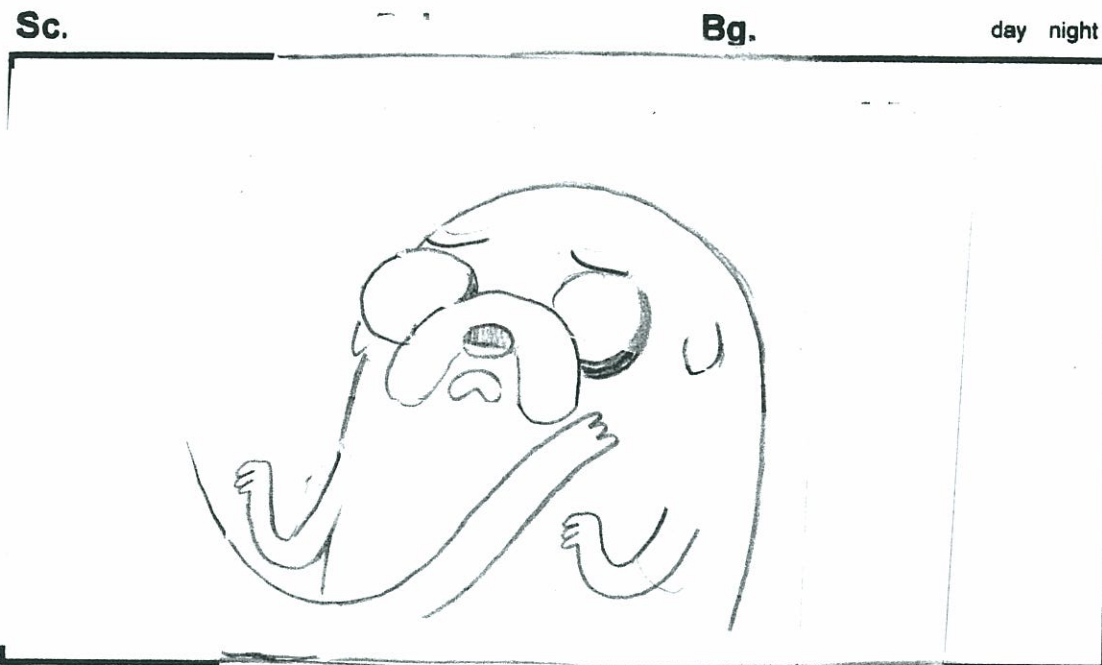
Production :

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ADVENTURE TIME



Page 103 C



Dialog:

⑤ Finn, this guy seems like a real nut job.
y'know what I mean?

Action:

Timing:

219

220

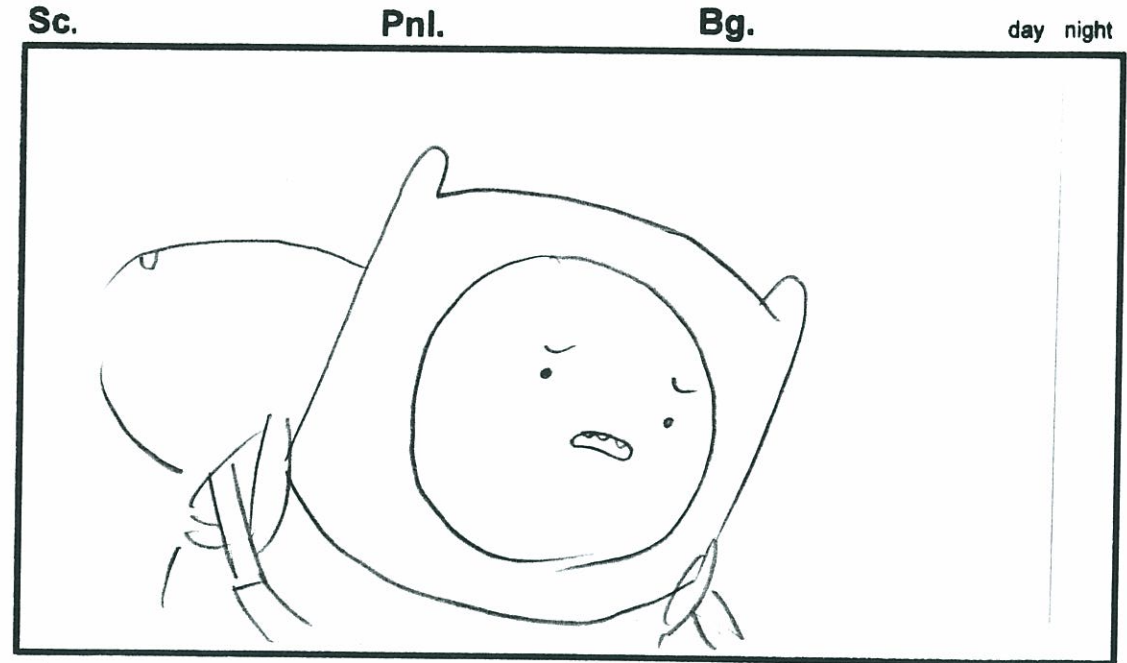
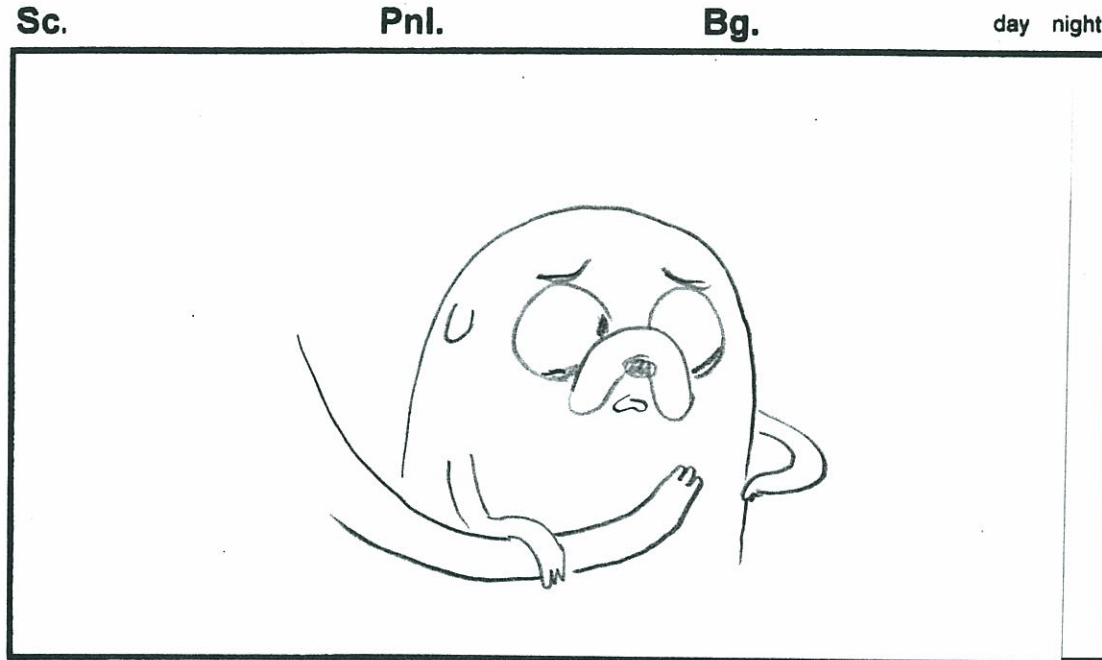
EPISODE # 692010

Production :

ADVENTURE TIME



Page 1030



Dialog:

(J) I mean... It's good if you ^{to} want to help screw balls
but... you don't want to get sucked
into this guy's hangups..

Action:

Timing:

221

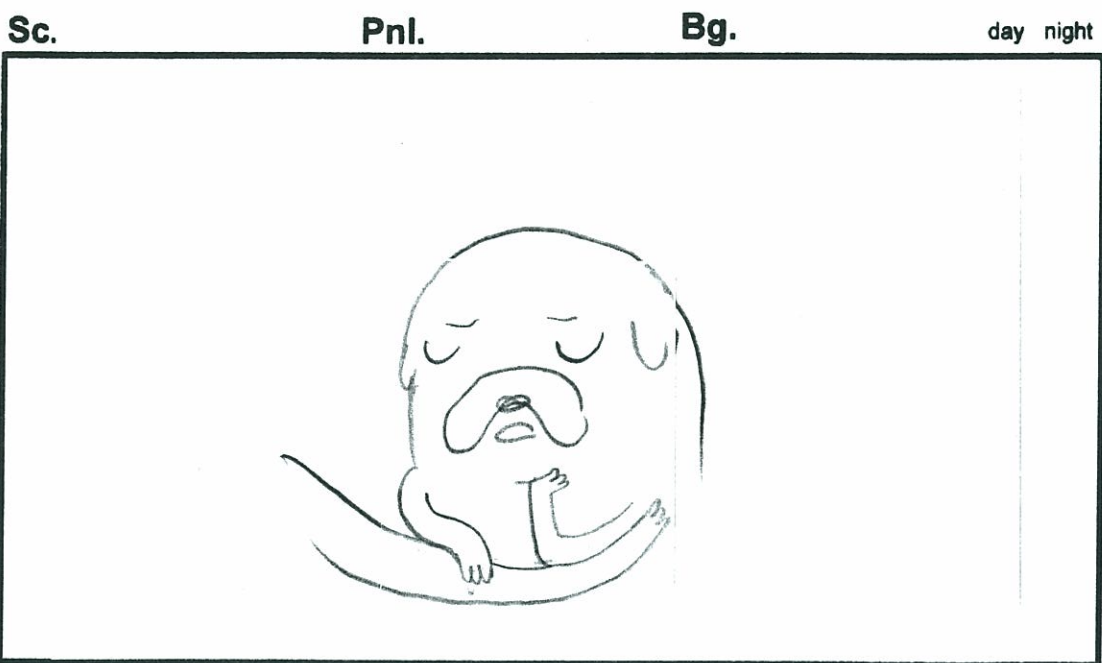
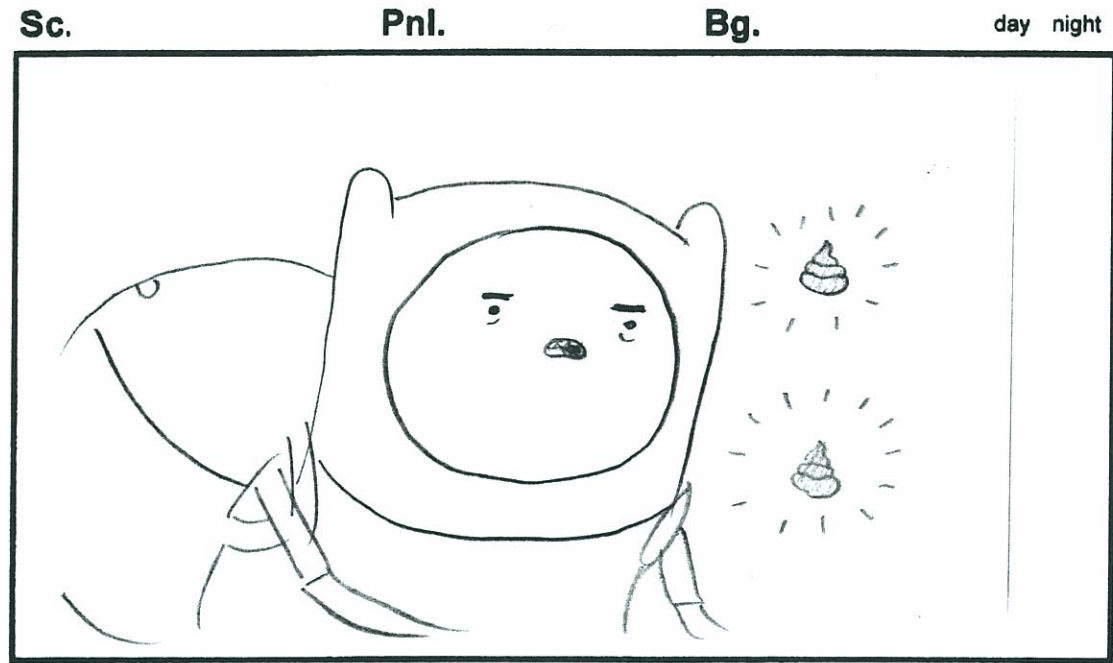
(F) Yes I do, Jake. ^{That's what} ~~that~~ what
I vowed. to help anyone in
need.

222

EPISODE # 692010

Production :

ADVENTURE TIME



Dialog:	(F) No matter how small their problem.	(J) OK... alright... I know you're goin' through some stuff.
Action:	≥ boom = boom ≤	
Timing:		

223

224

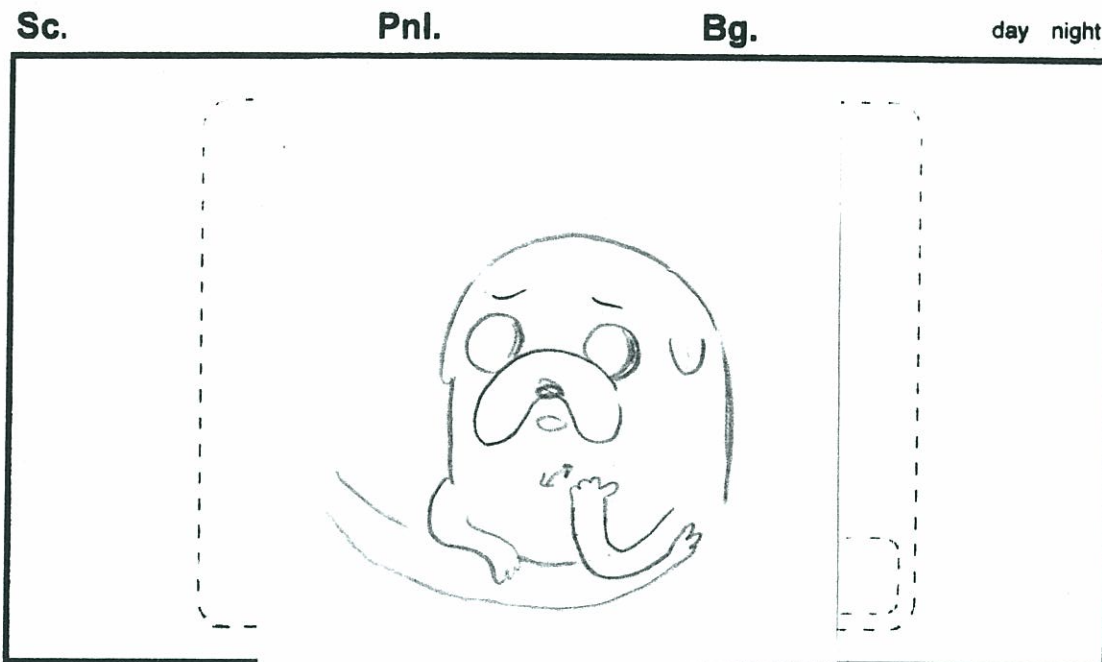
EPISODE # 692010

Production :

ADVENTURE TIME



Page 103 F



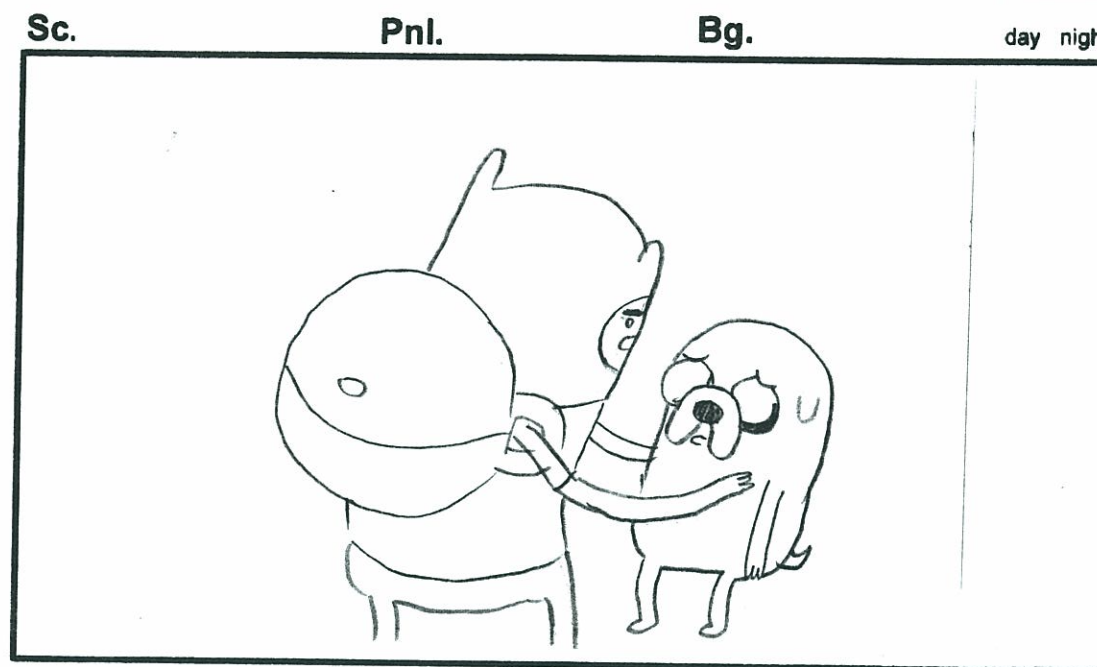
Dialog:

J But this Guy's problem isn't the mawrauders... It's that he was...
traumatized by a bunch of healthy dudes?
or something...

Action:

Timing:

225



F I think I can figure out an immediate solution...
or at least.. I have to try, brother.

226

EPISODE # 692010

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

⑤ so Be it,
brother.

Action:

Timing:

227 228

EPISODE # 692010

Production :

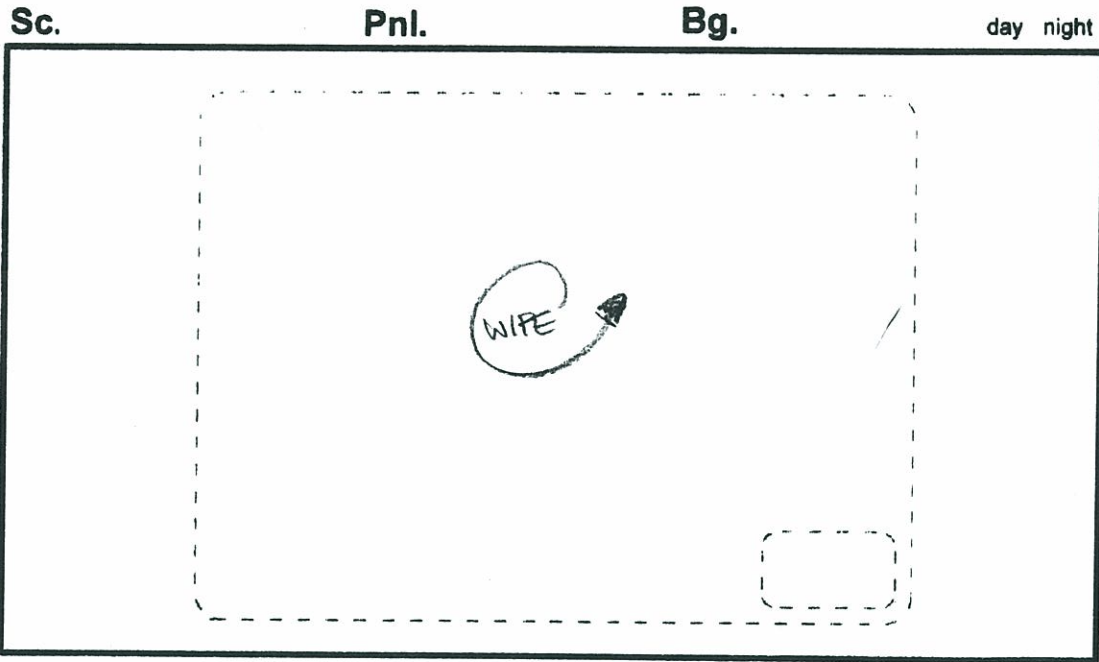
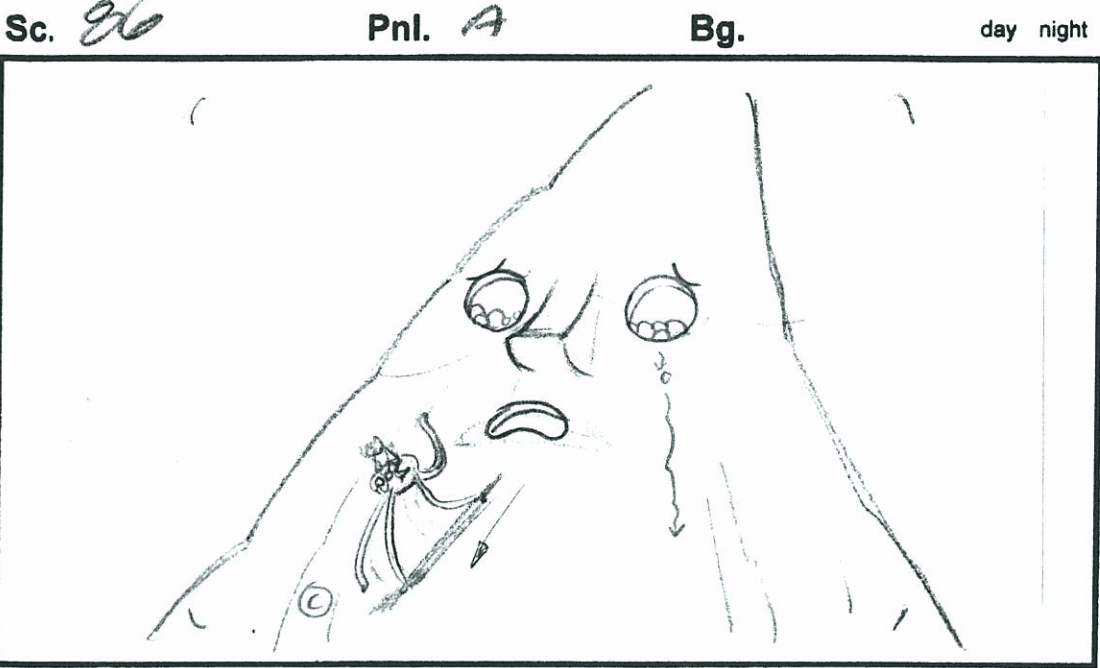
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ADVENTURE TIME



(NEXT Pg. 106)

Page 164



Dialog: M: * euh h h... *

Action:

- Mountain's eyes well up with boulders.
- A single boulder rolls down Mountain's face.
- Finn & Jake jump off and run down mountain.



Timing:

229

230

EPISODE # 692010
Production :

ADVENTURE TIME



(No P4.105)

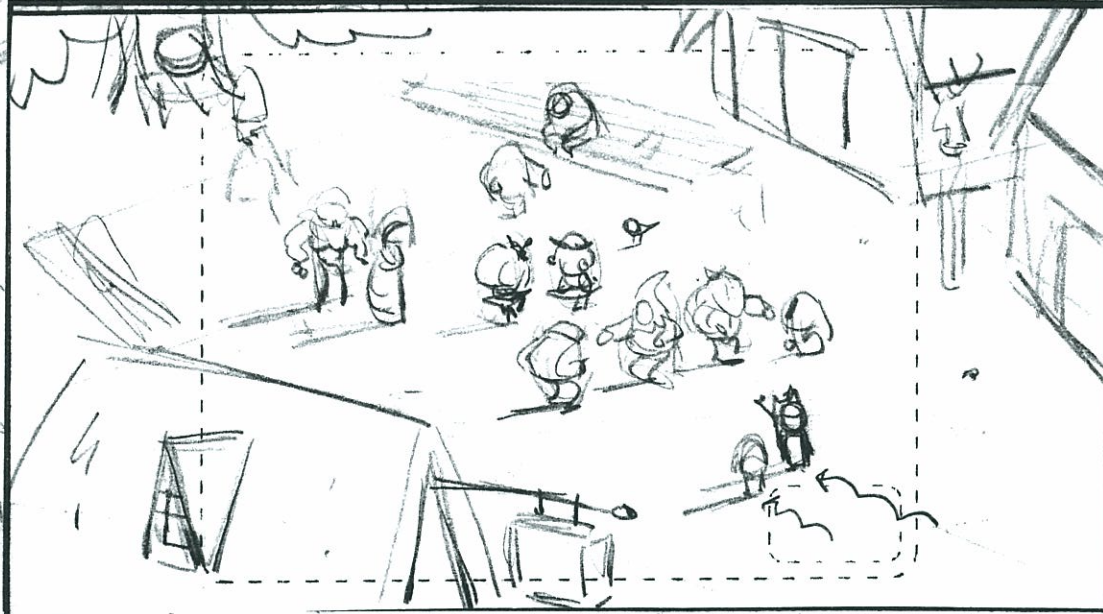
Page 66

Sc. 81

Pnl. A

Bg.

day night

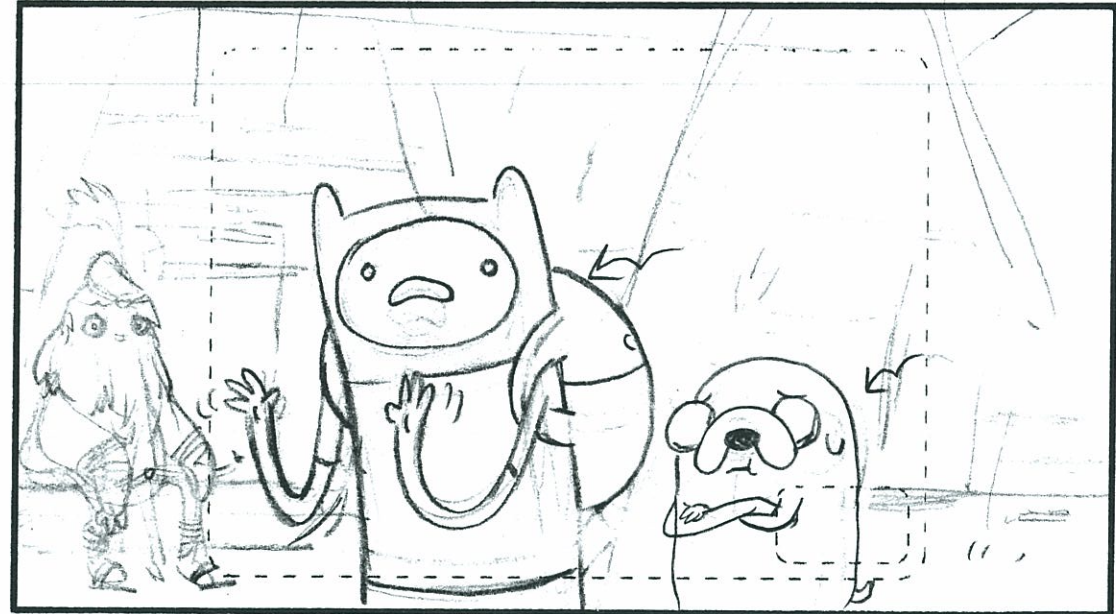


Sc. 88

Pnl. A

Bg.

day night



Dialog:

F: Hey Guys? ... I'm back...

Action:

Finn & Jake walk towards
Micauders.

Finn & Jake take two steps forward.

Timing:

231

232

692010

EPISODE #

Production :

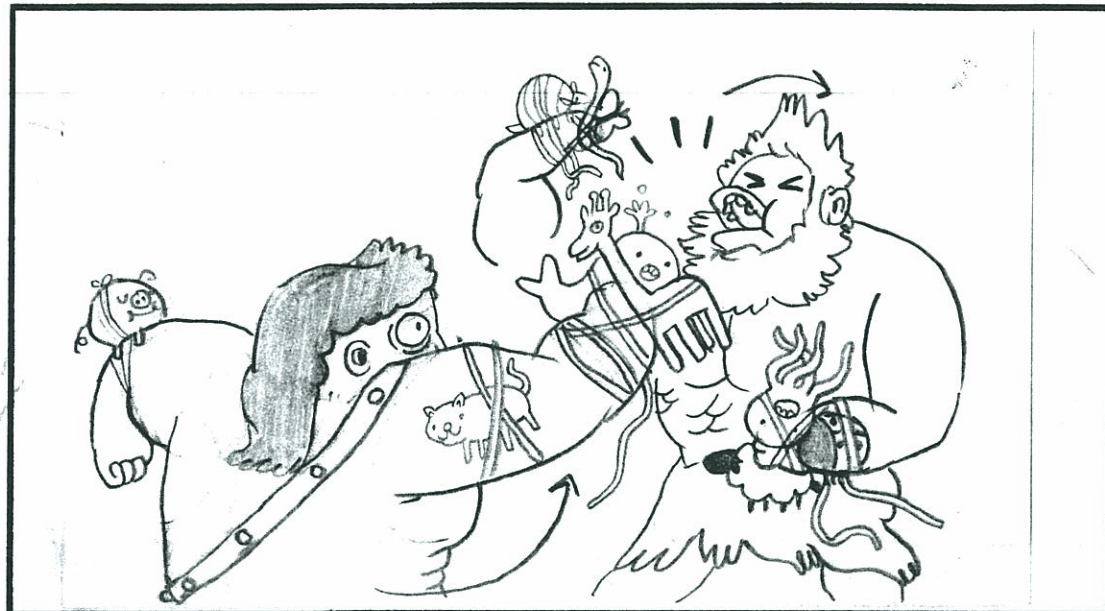
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ADVENTURE TIME



Page 107

Sc. 89 Pnl. A Bg. day night



Dialog: * Animal noises *

Action: mullet mirauder punches beard mirauder back.

Timing:

233

Sc. Pnl. B Bg. day night



Beard mirauder punches mullet mirauder

OS

234

EPISODE # 692010

Production :



101 A

Page: _____

Sc.

Pnl.

Py.

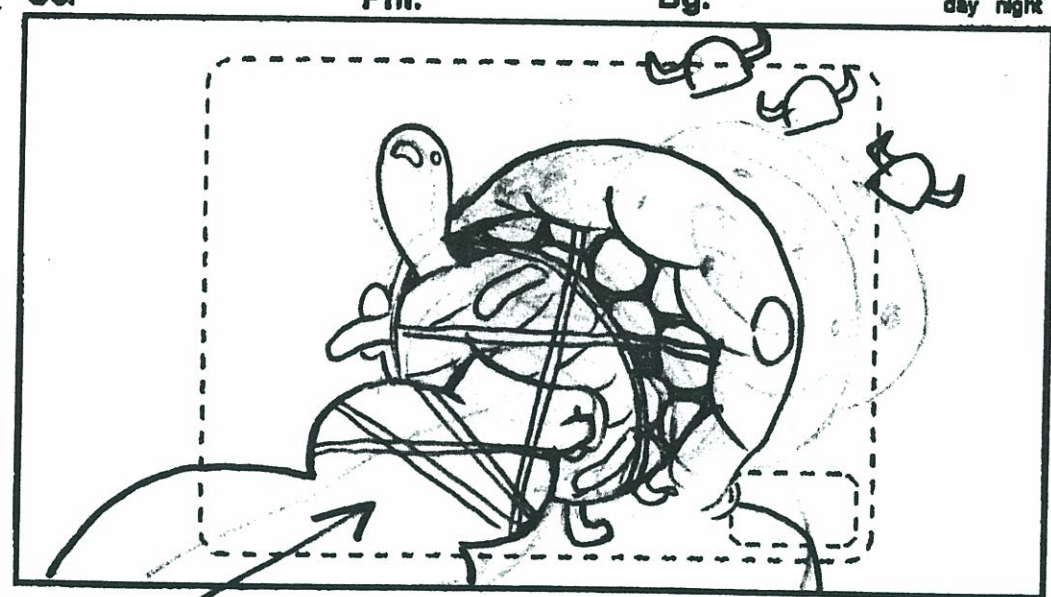
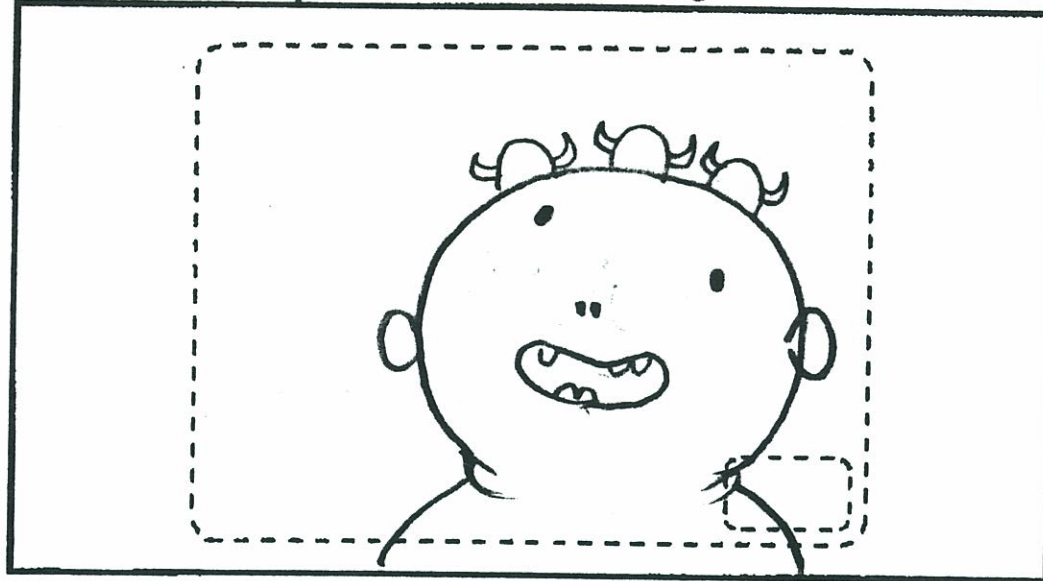
way origin

Sc.

Pnl.

Bg.

day night



Dialog:

MARAUDER #7
"DEYUUUU..."

M#7: OOF!

Action:

↻
cycle

Timing:

EPISODE # 692010

Production :

235

236



107 B

Page _____

Sc.

Pnl.

dy.

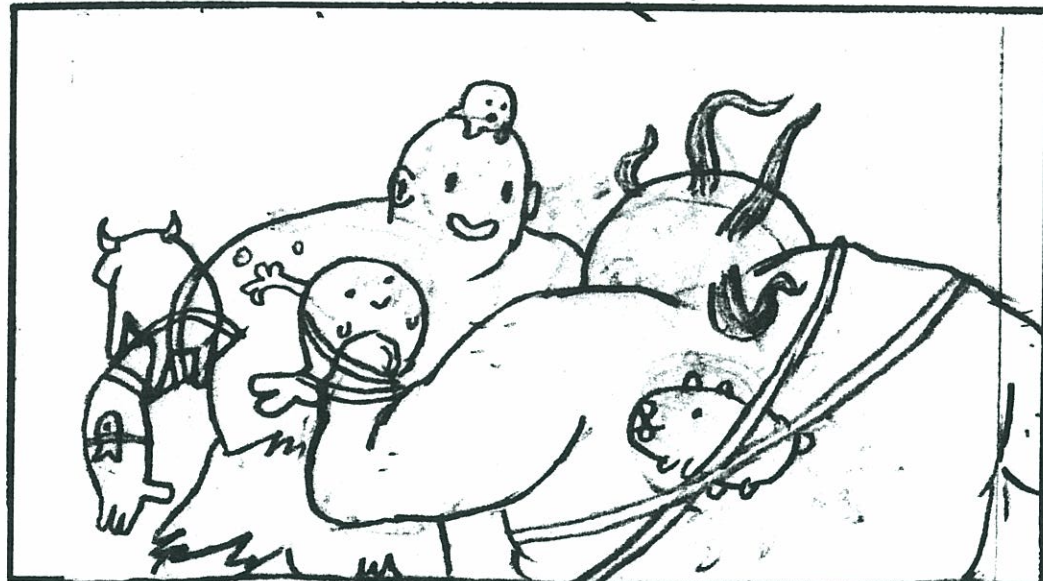
day night

Sc.

Pnl.

Bg.

day night



Dial

Act

Timing:

MARAUDER
Ahh ha hahaha!!!

237

238

EPISODE 692010

Production





Sc.

Pnl.

By.

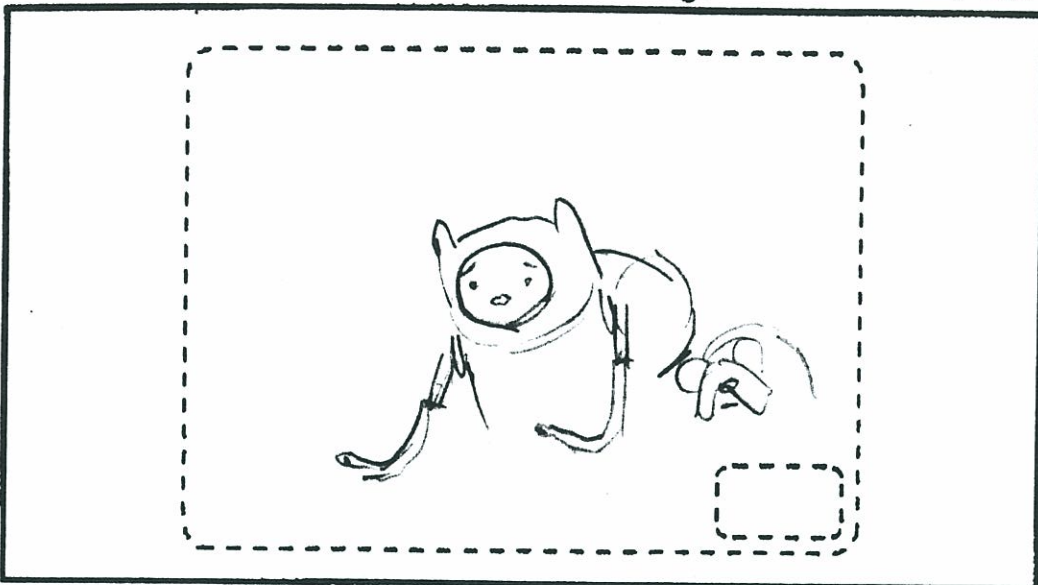
way in

Sc.

Pnl.

Bg.

day night



Dialog:

(F!) hey guys?

Action:

guys?

Timing:

↑
Alligators tied
to fore arm.

↑
hermit
crabs
on
hands

239

240



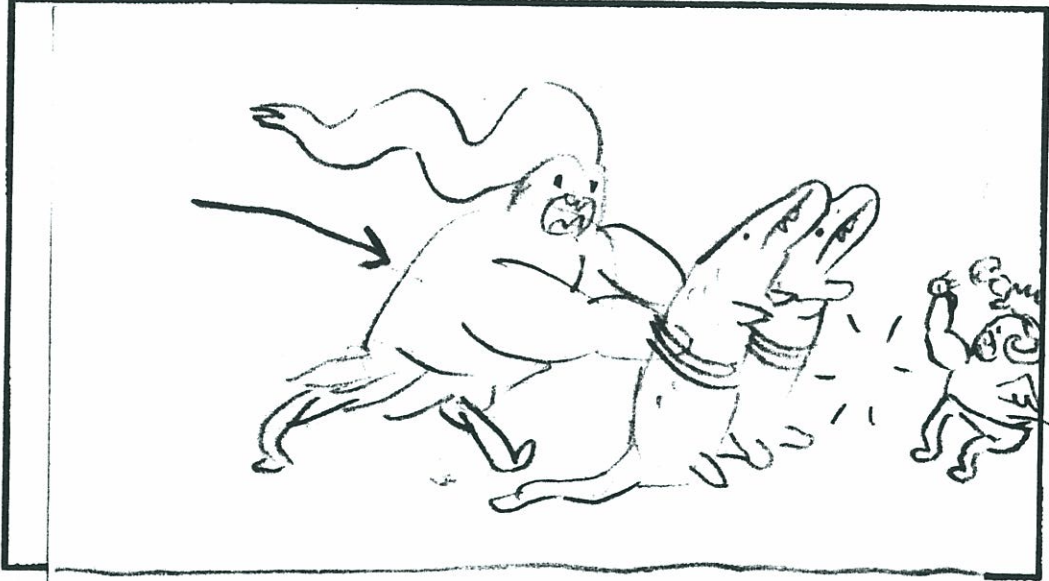
sea horse on

hermit
crabs
on
hands

sea horse on
head.



Sc. Pnl. Pg. way in SC. Pnl. Bg. day night



Di Alligator man: Rough!

F: Guys?!

Ac (add contact pose?)

Timing: 241 242



Page 110

Sc.

Pnl.

cg.

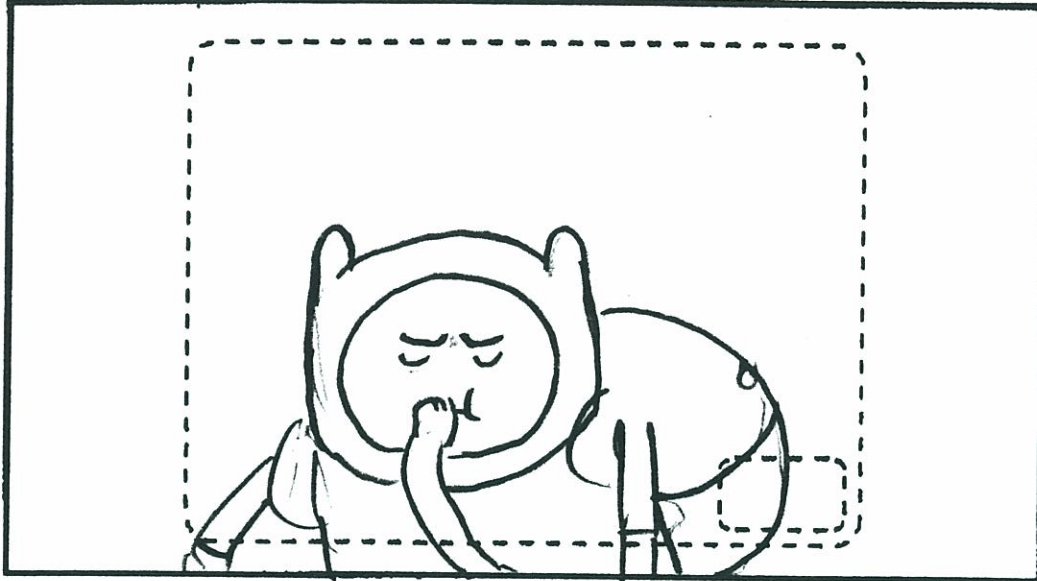
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) *Achem*

(F:) men?

Action:

Timing:

243

244

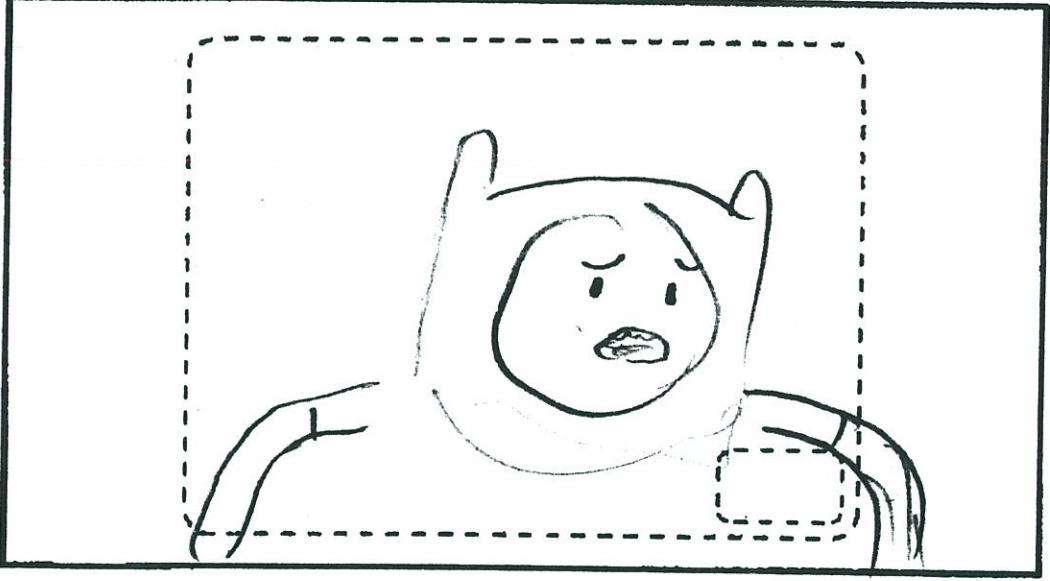
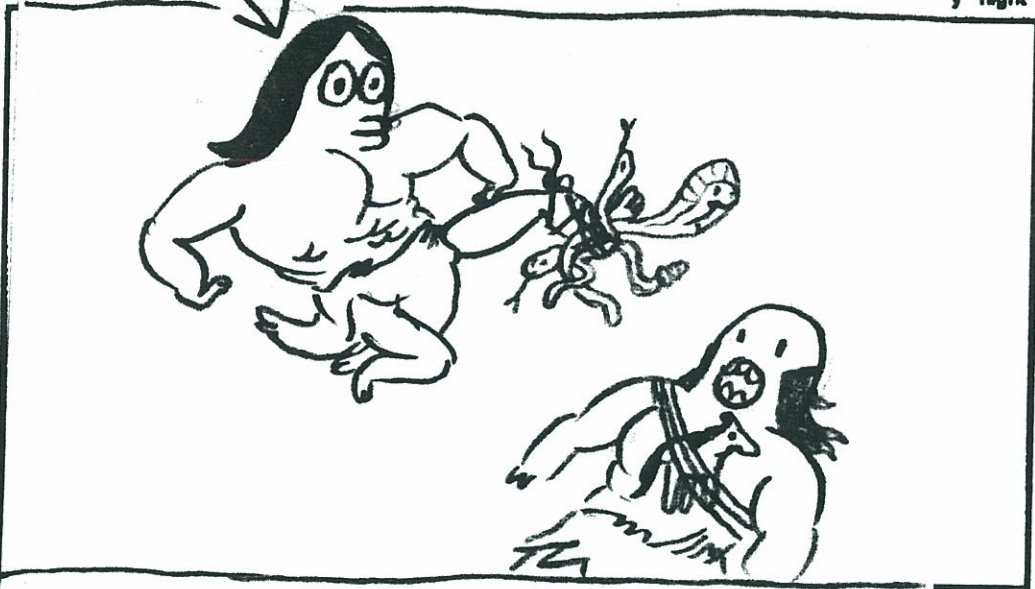


EPISODE 692010

Production

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Sc.	Pnl.	by.	way	begin	III	y night
						
Dialog: (F) <u>men</u> , please stop a second...						
Action:						
Timing:						
245		246				

Production : EPISODE # 692010



Page 112

Sc.

Pnl.

by.

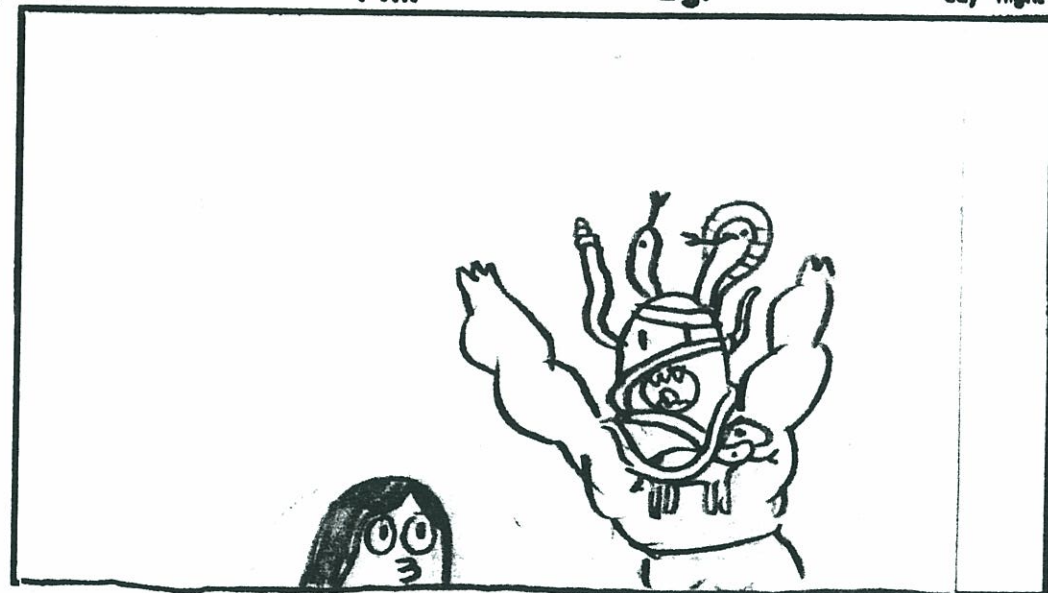
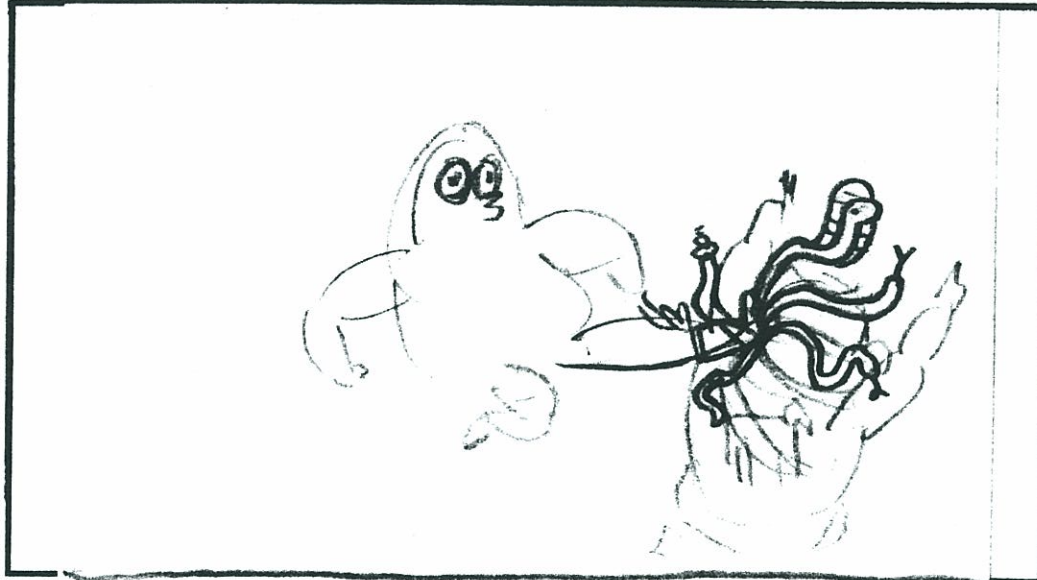
day night

Sc.

Pnl.

Bg.

day night



Dia

Act

Timing:

POY.
MAN
(MARANDER
#6)

AAAA!!!

247

248

EPISODE 692010

Production

W. B. N. S.



Sc.

Pnl.

Py.

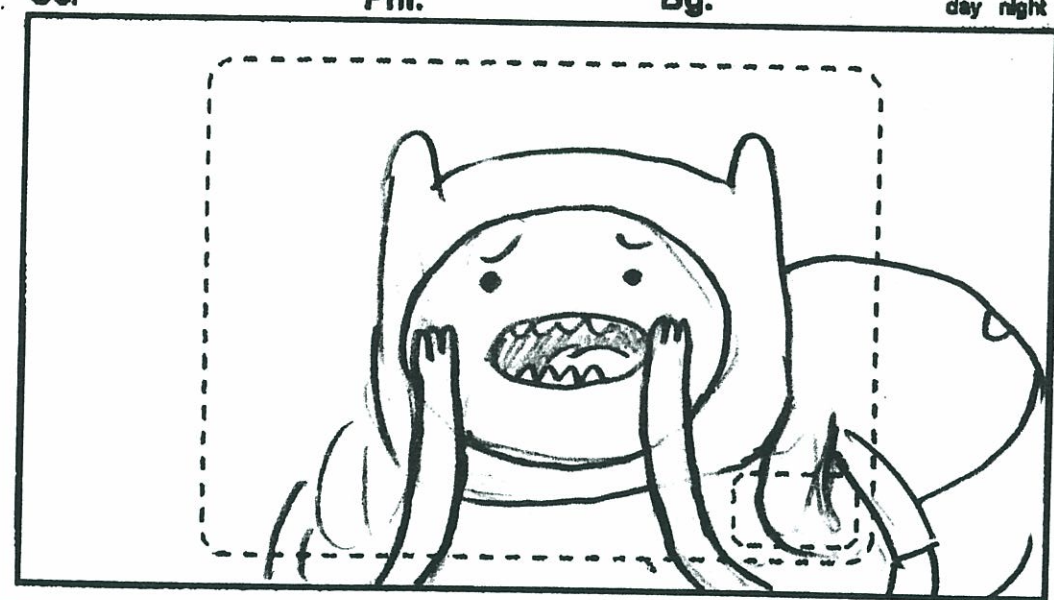
way in/in

Sc.

Pnl.

Bg.

day night



Dialog:

Ⓡ MEN?!

Ⓡ Boys?! Please! I
have more to ask of you!

Action:

Timing:

249

250

EPISODE # 692010

Production :



Sc.	Pnl.	cg.	day night	Sc.	Pnl.	Bg.	day night

Dial	(F:) Bros!	
Act		
Timing:		
152		252

CYCLE ↗

EPISODE 692010
Production



Page 116

Sc.

Pnl.

By.

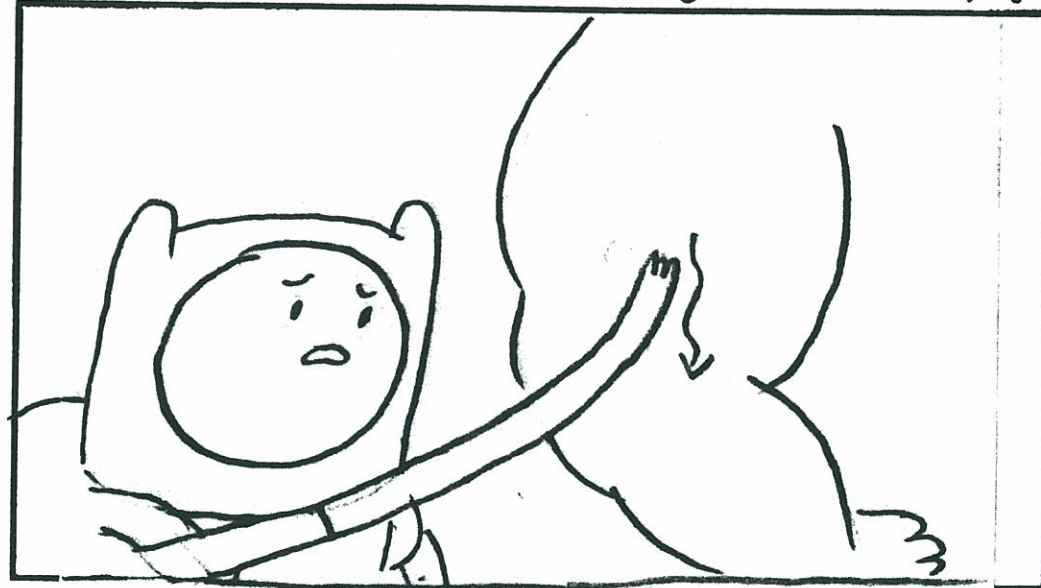
Way

Sc.

Pnl.

Bg.

day night



Dia

my bros?

Act

brother? m.
wz

Timing:

255

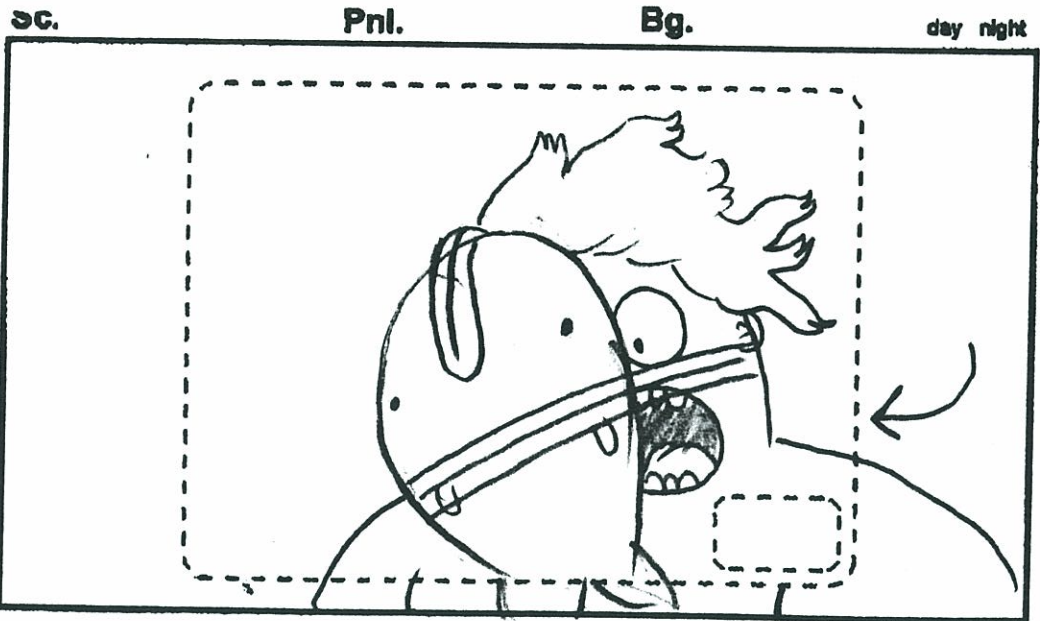
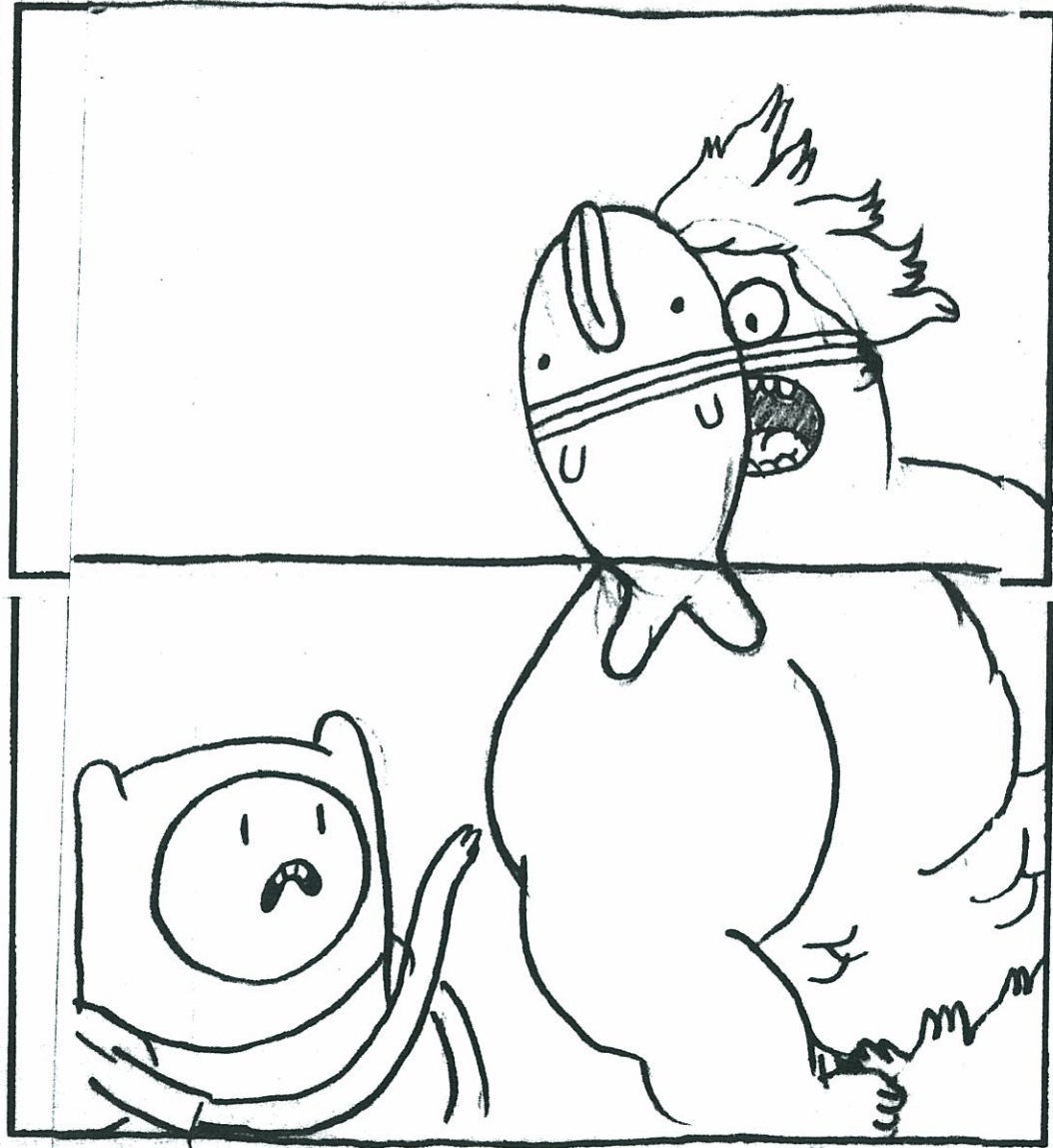
256

EPISODE 692010

Production



PAN
① → ②



I'll pet you!

257

MARAUDER #6

What?! Did you just Pet me!?

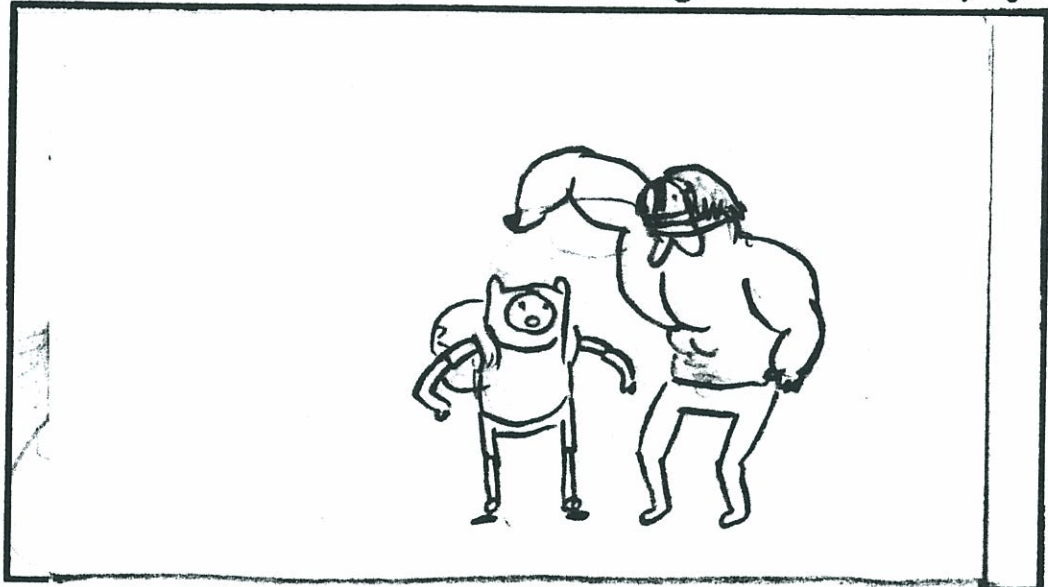
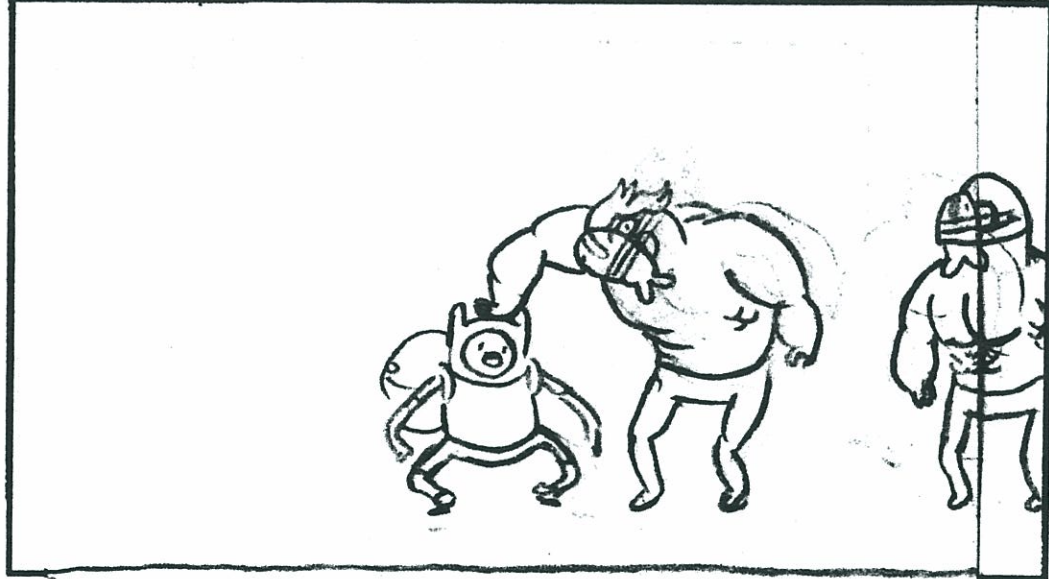
258

EPISODE # 692010

Production :



Sc. Pnl. Cy. way sign Sc. Pnl. Bg. day night



Di "pet pet"
Ac

Timing: 259 260

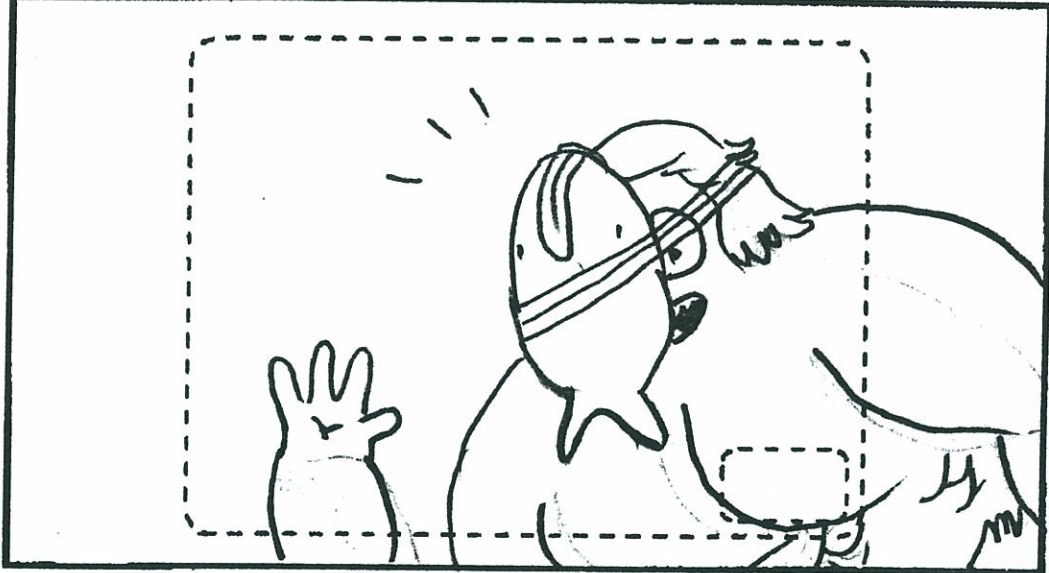
EPISODE 692010

Production

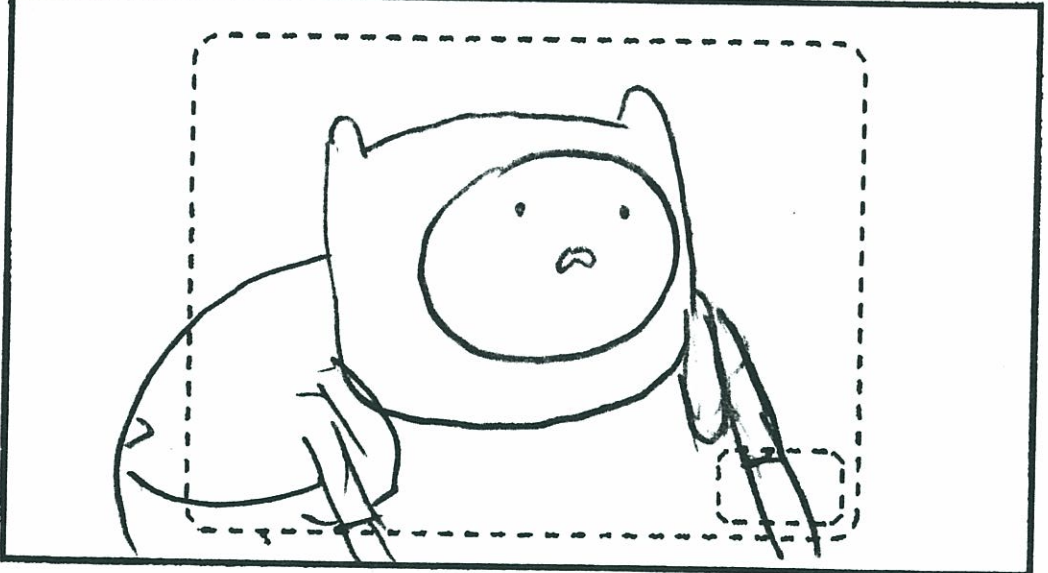




Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night



Dialog:	
M#6: hey!	
Action:	
Timing:	
261	262

EPISODE # 692010

Production :

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Page 20

Sc.

Pnl.

by.

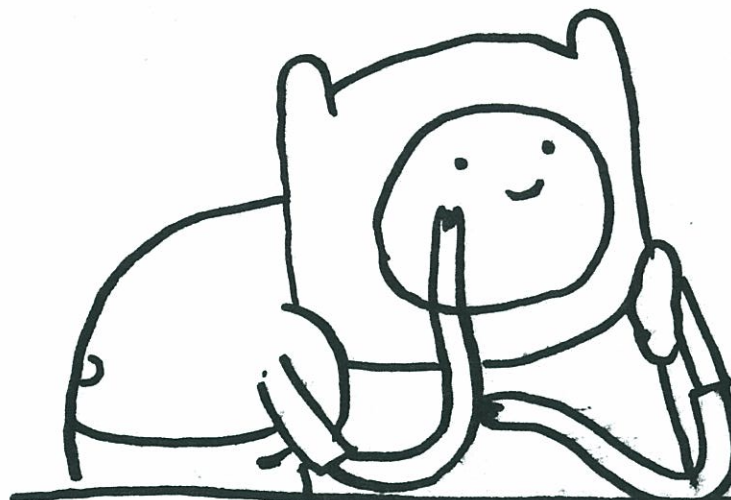
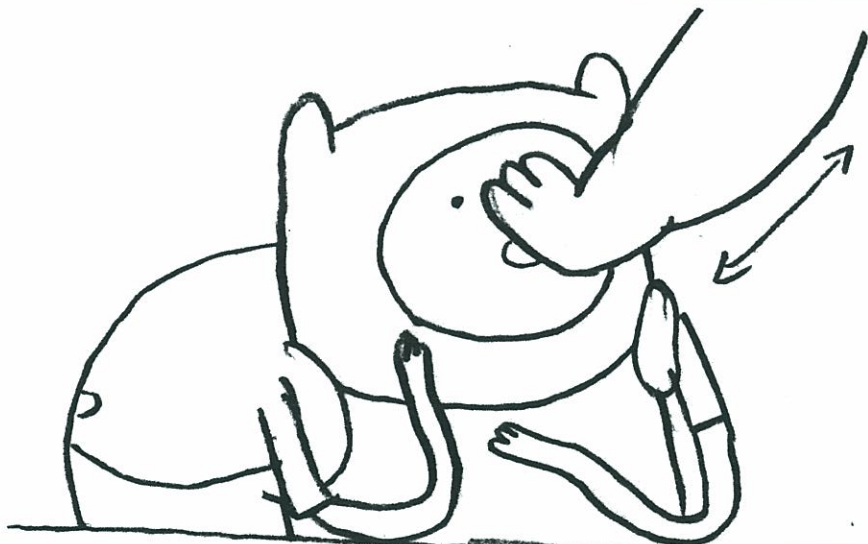
way in/out

Sc.

Pnl.

Bg.

day night



Dialog:

Marauder "PET PET"
#6

Action:

Timing:

263

264

EPISODE 692010

Production

WALT DISNEY

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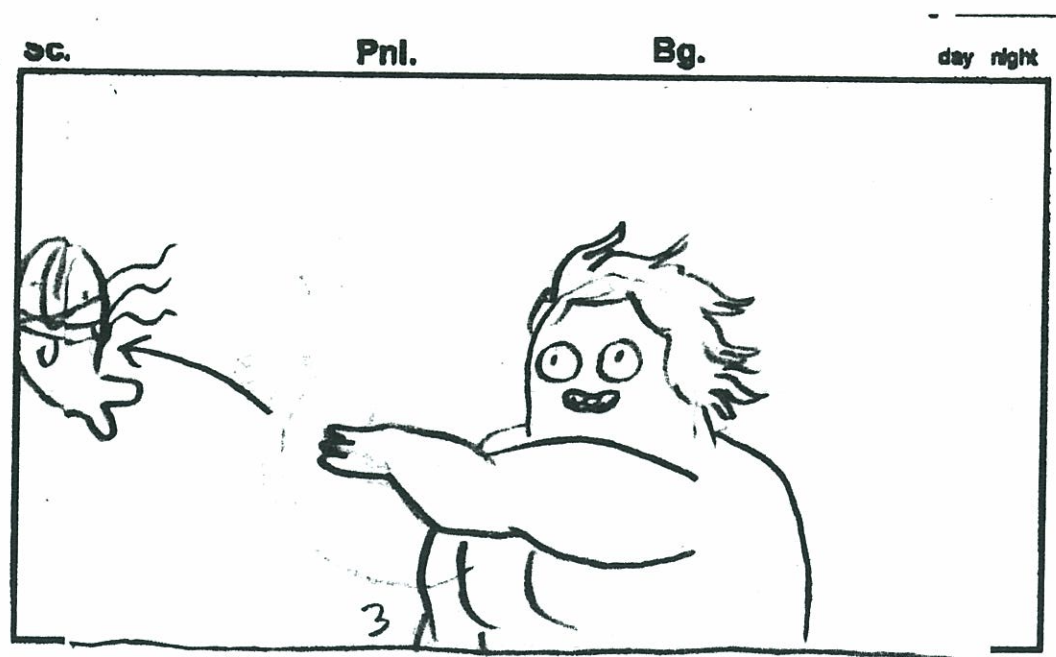
Dialog:

M#6: hey, this is great!

Action:

Timing:

265



* kersplash *

(tosses fish away)



266



Add ↑ pose
of turning 180°

EPISODE # 692010

Production :

121



Page 122

Sc.

Pnl.

cg.

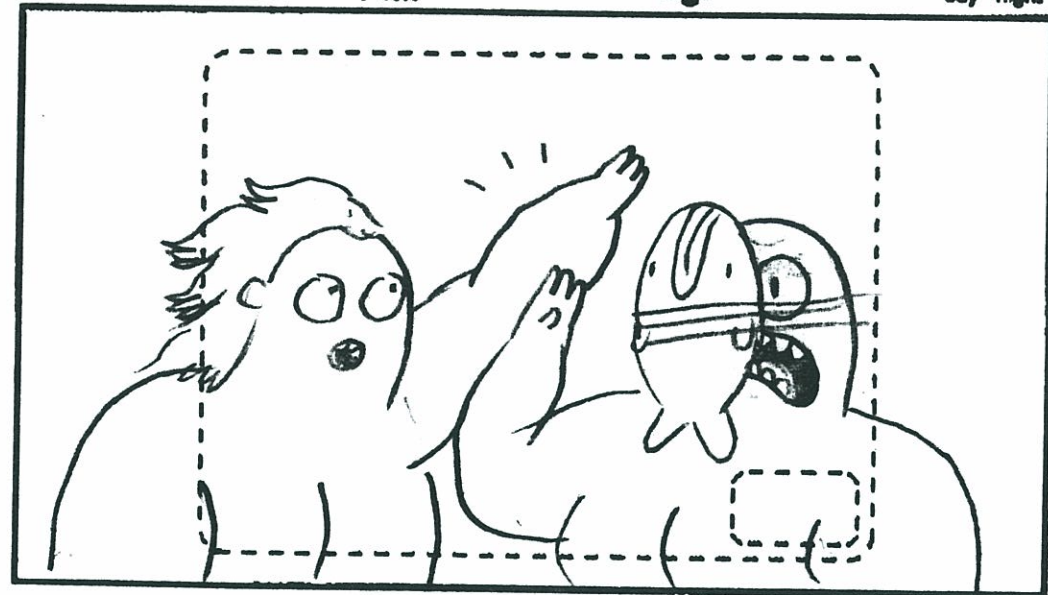
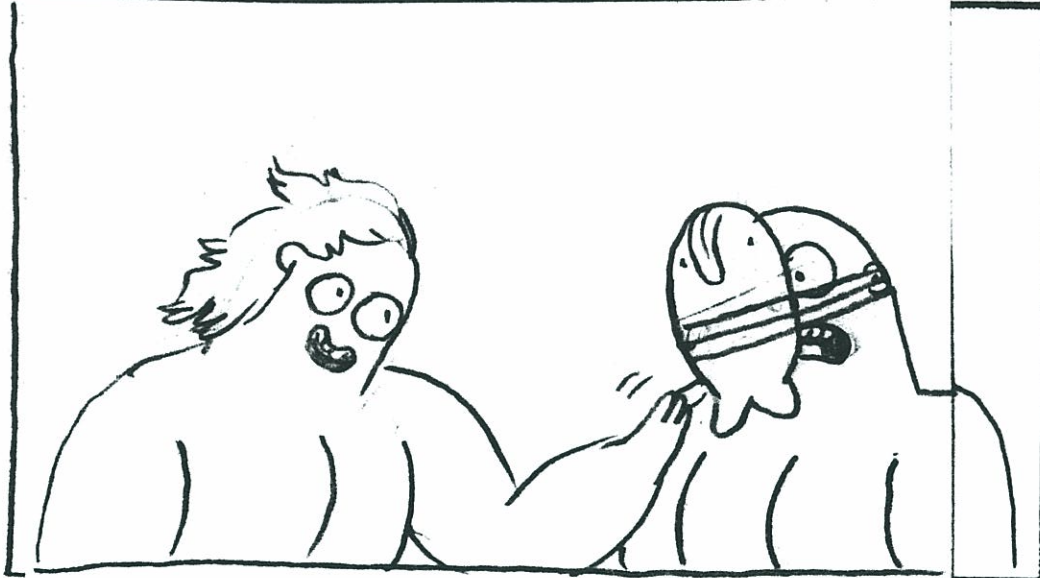
way in/ta

sc.

Pnl.

Bg.

day night



M#7 hey did you just
pet me?!!?

Timing:

267

268

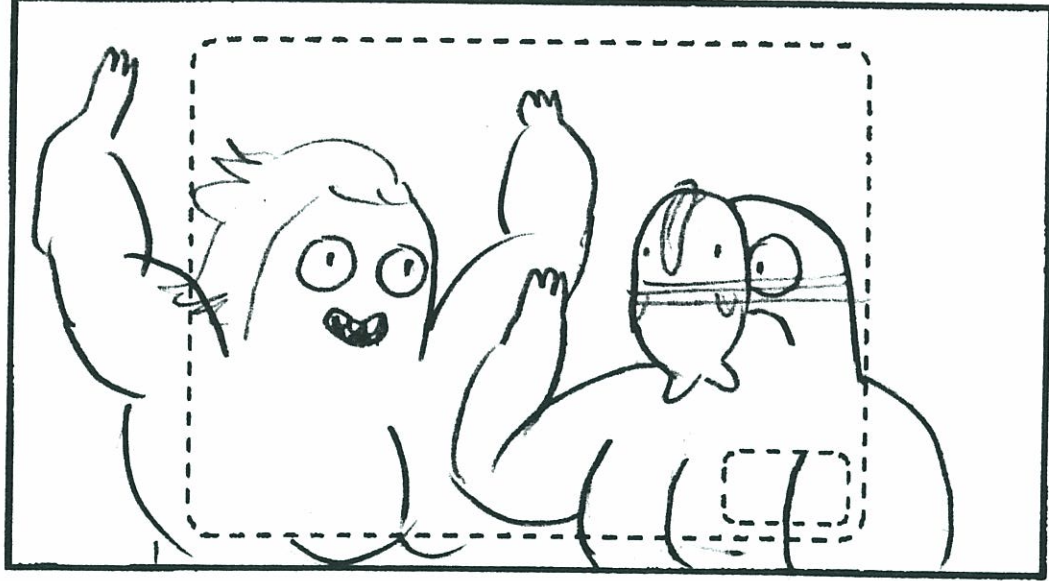
EPISODE 692010

Production

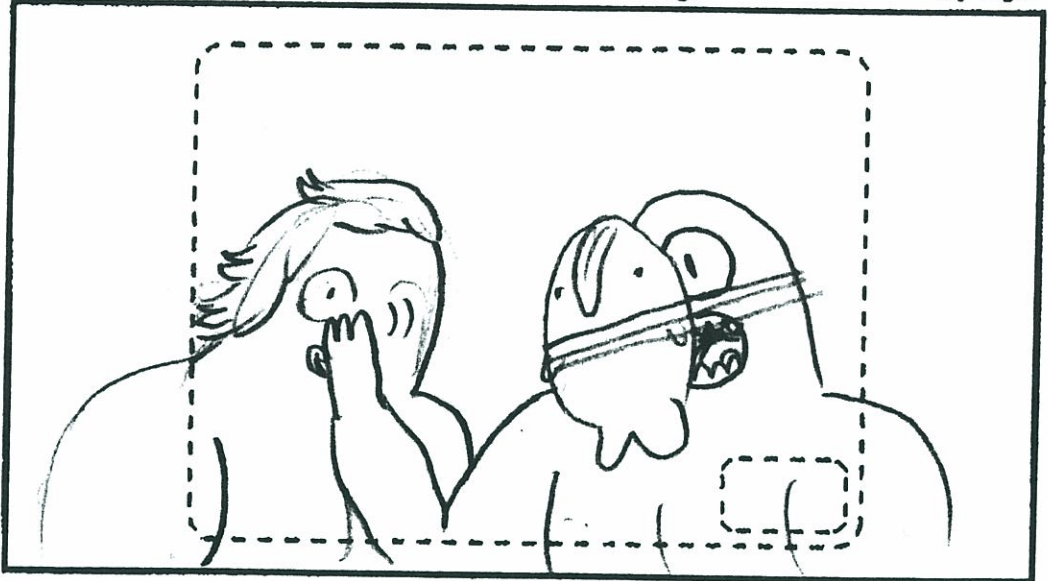




Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night



Dialog:	M#6 YEAH! I DID!	M#7 Well I'm pettin you back!
Action:		
Timing:	269	270

EPISODE # 692010

Production :



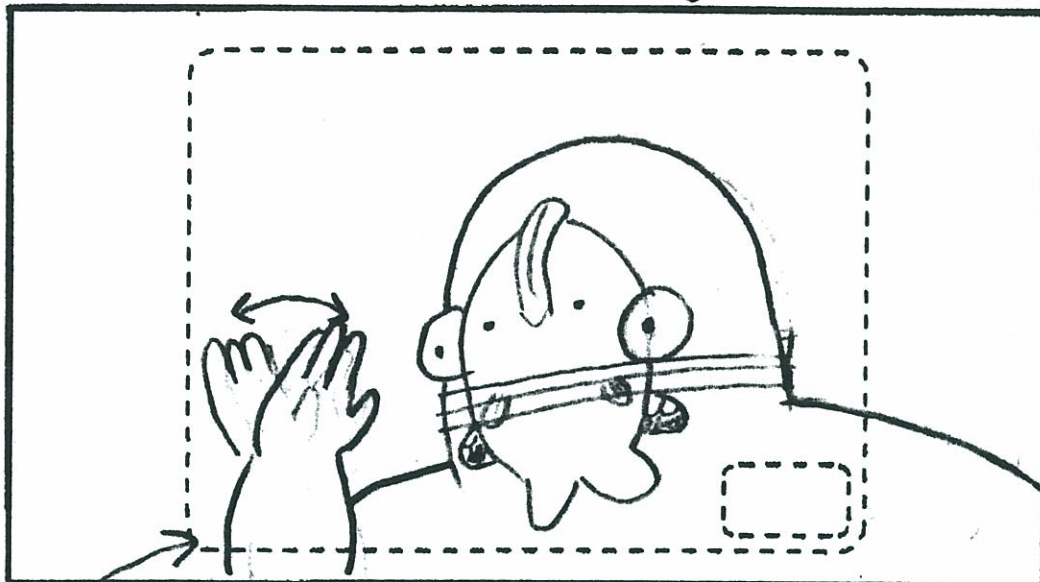
Page 124

Sc.

Pnl.

By.

day night

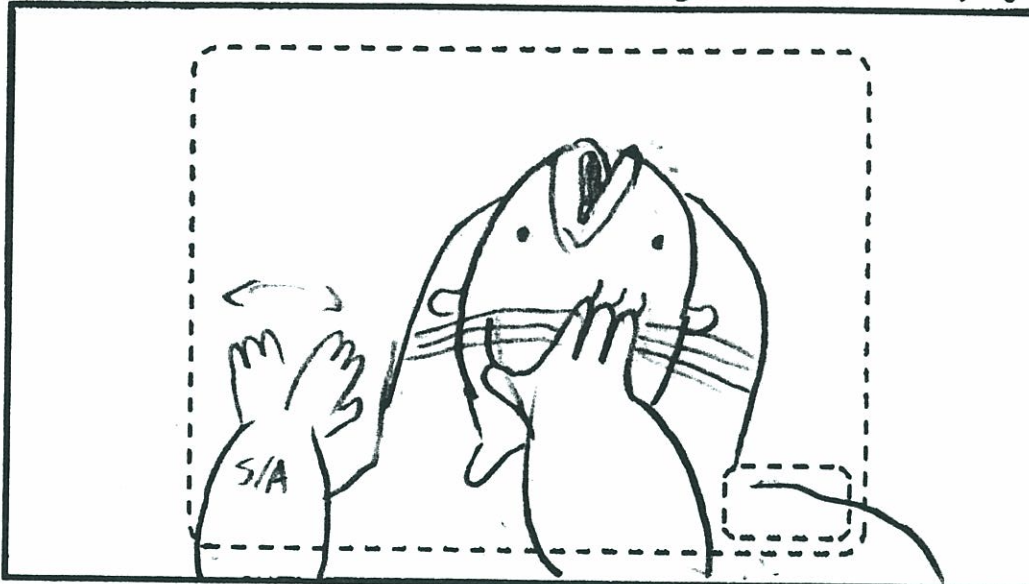


Sc.

Pnl.

Bg.

day night



Dialog:

m#7 Wohhh what the?!

Action:

hand (in) slowly

Timing:

271

272

692010

EPISODE

Production



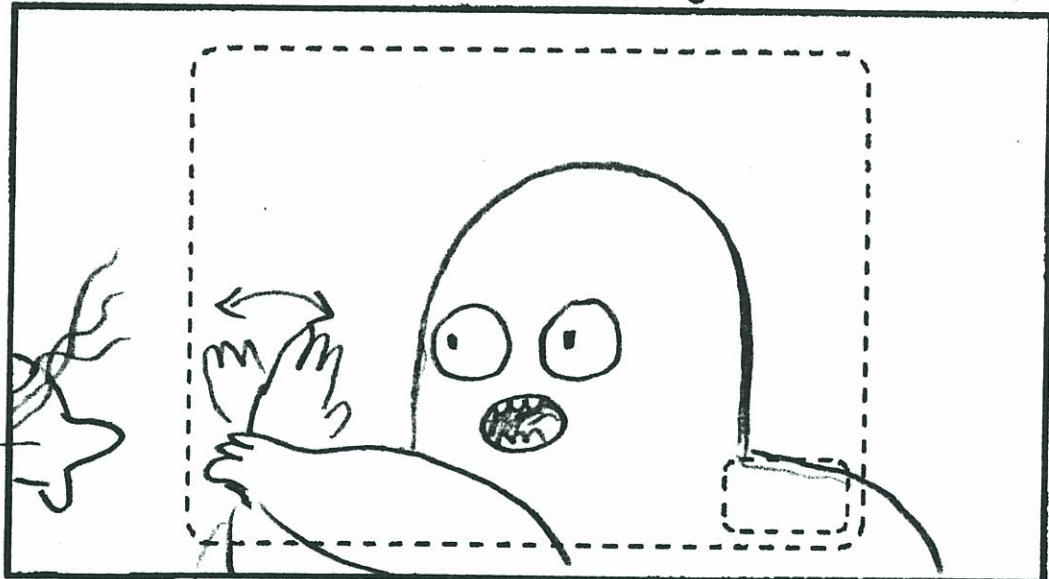


Sc.

Pnl.

cg.

day night

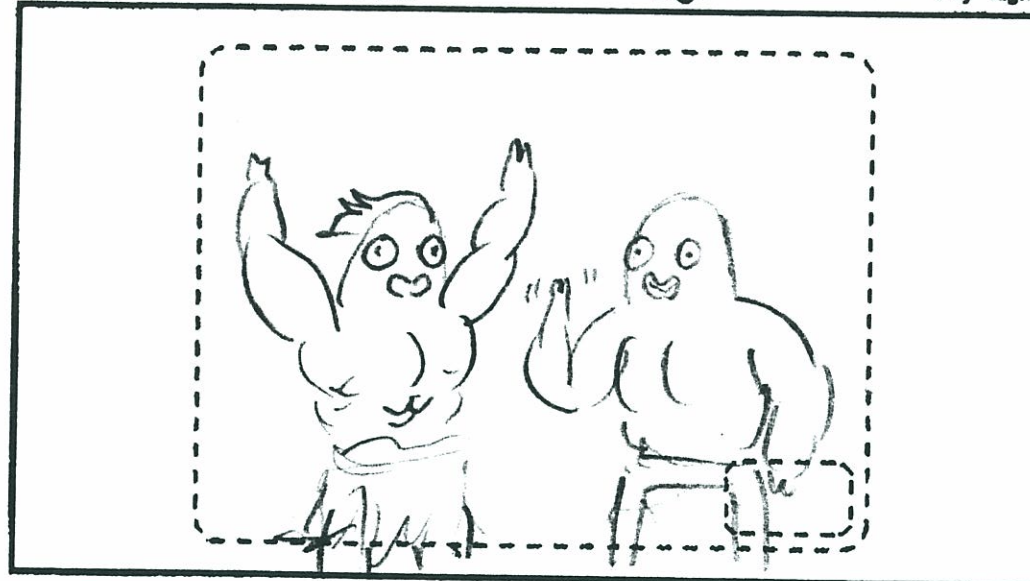


Sc.

Pnl.

Bg.

day night



Dialog:

M#7: This is Awesome!

M#6 I know!
I already figured that out!

Action:

* Ice splash *

Timing:

273

274

EPISODE # 692010

Production :



Page 126

Sc.

Pnl.

dy.

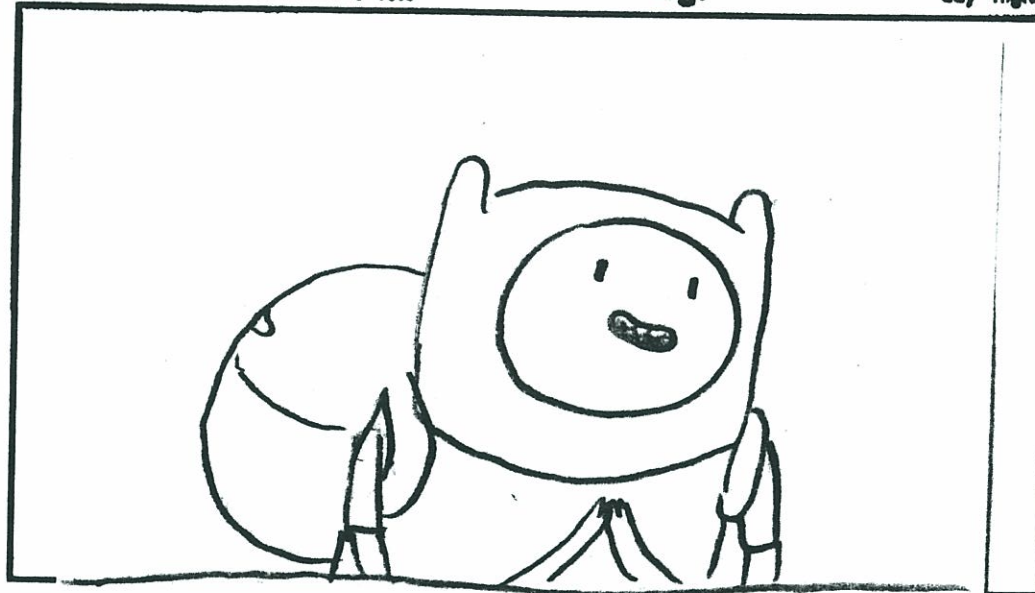
day night

Sc.

Pnl.

Bg.

day night



Dial

M #6 & #7:
* laughing and petting *

Acti

alright!
This could be IT!

Timing:

275

276

EPISODE 692010

Production

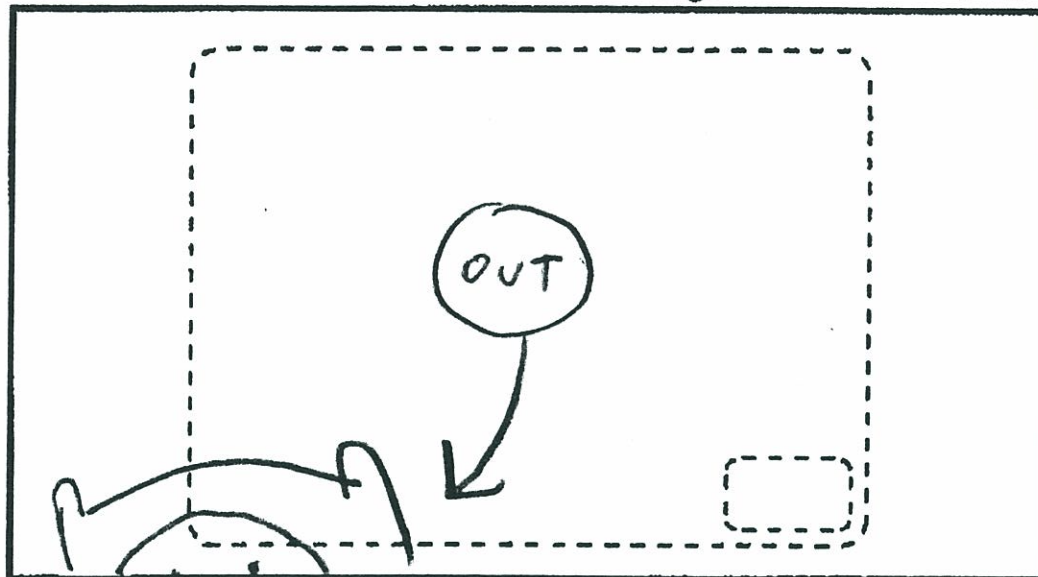
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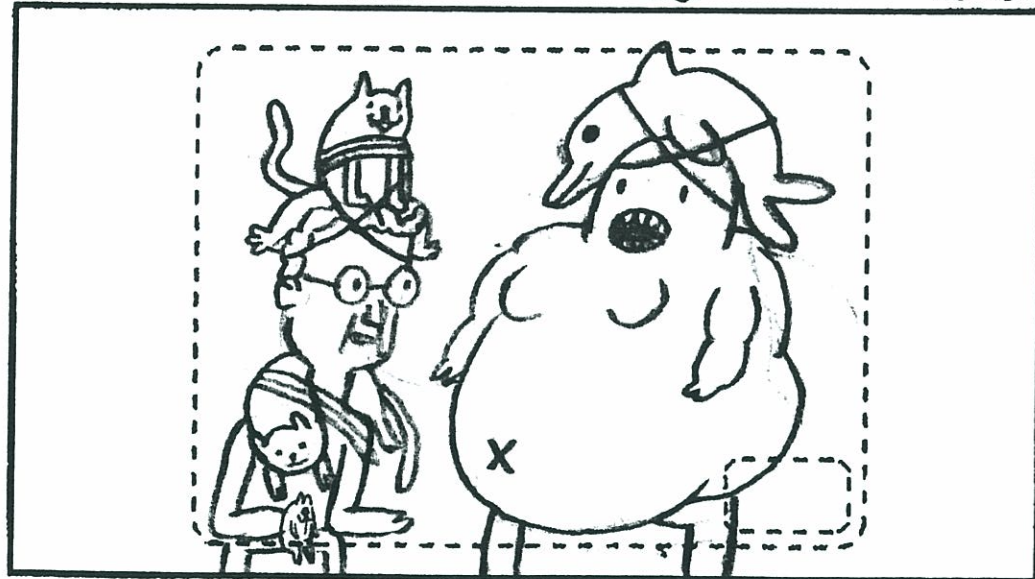


Page 127

Sc. Pnl. Pg. way begin



Sc. Pnl. Bg. day night



Dialog:

Action:

Ducks (05)

Timing:

277

278

Produ

692010

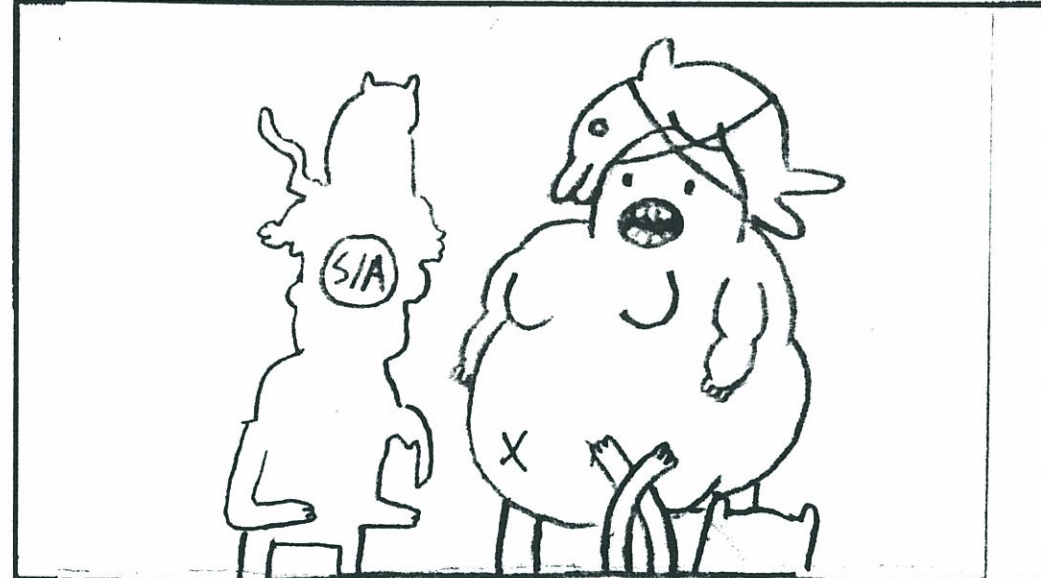
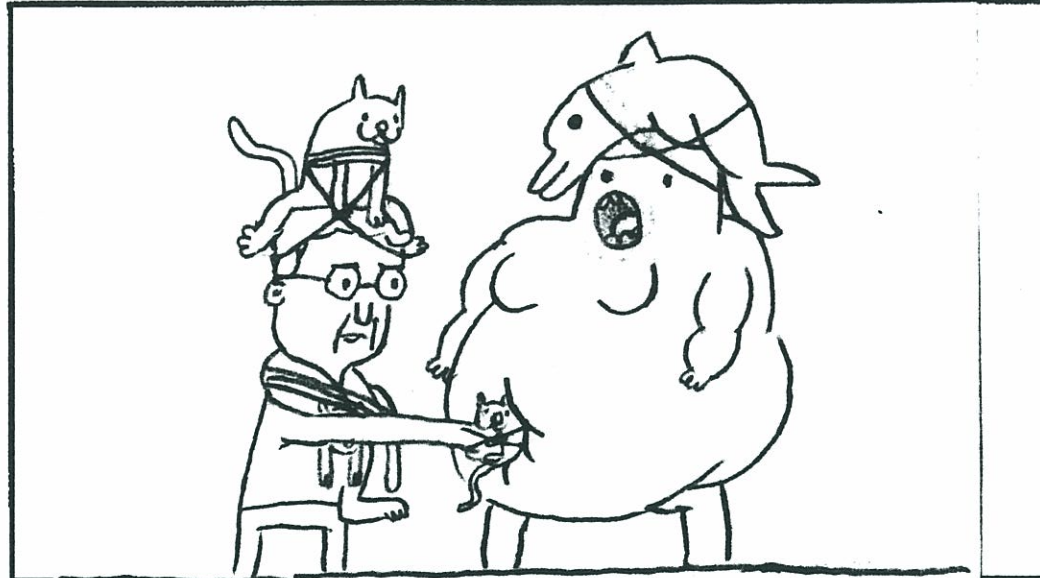
EPISODE #

Production :



Page 128

Sc. Pnl. Pg. day night Sc. Pnl. Bg. day night



Di

x meow x

Ac



Timing:

279

280

EPISODE 692010

Production





Sc.

Pnl.

dy.

way origin

Sc.

Pnl.

Bg.

day night



Dia

FAT
MAN

Did you just
pet me!?"

(Finn Out)

Acti

Timing:

281



CAT-MAN:
NO MAN!
I wouldn't do something
like that!

282

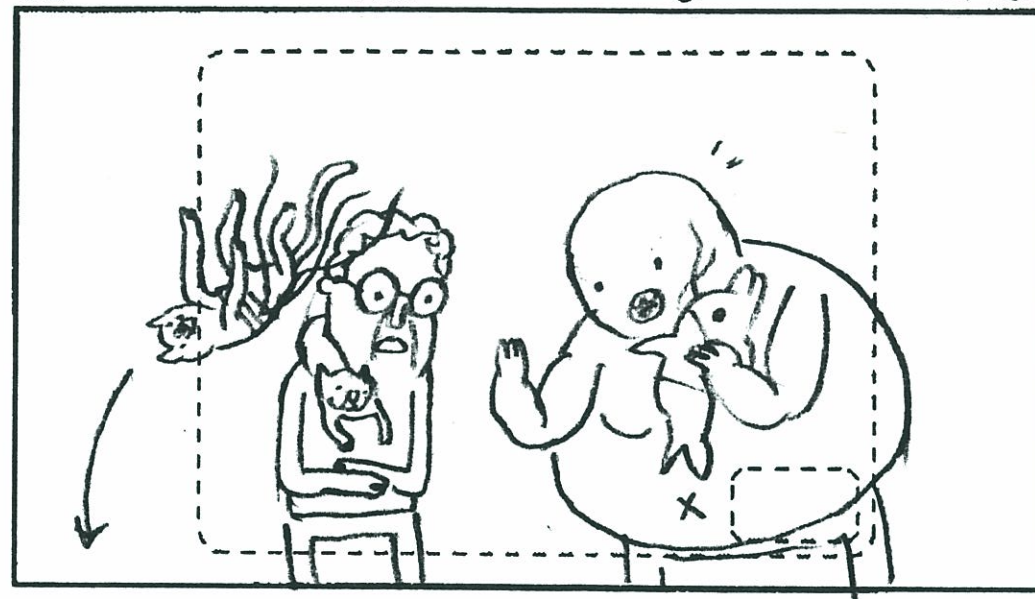
EPISODE # 692010

Production :



Page 130

Sc. Pnl. Pg. Day Night Sc. Pnl. Bg. day night



Dial

FAT MAN "I'M GONNA PET YOUUUU!!!"

SFX: *meow*

FAT MAN: Wohhh!
That felt better
than animals!

Actl



Timing:

283

284

EPISODE 692010

Production

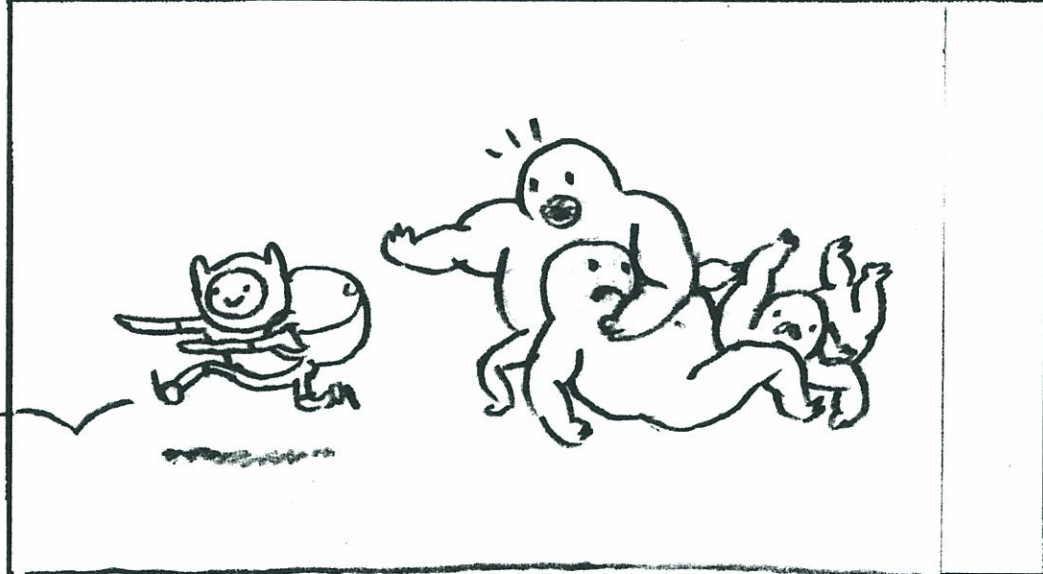




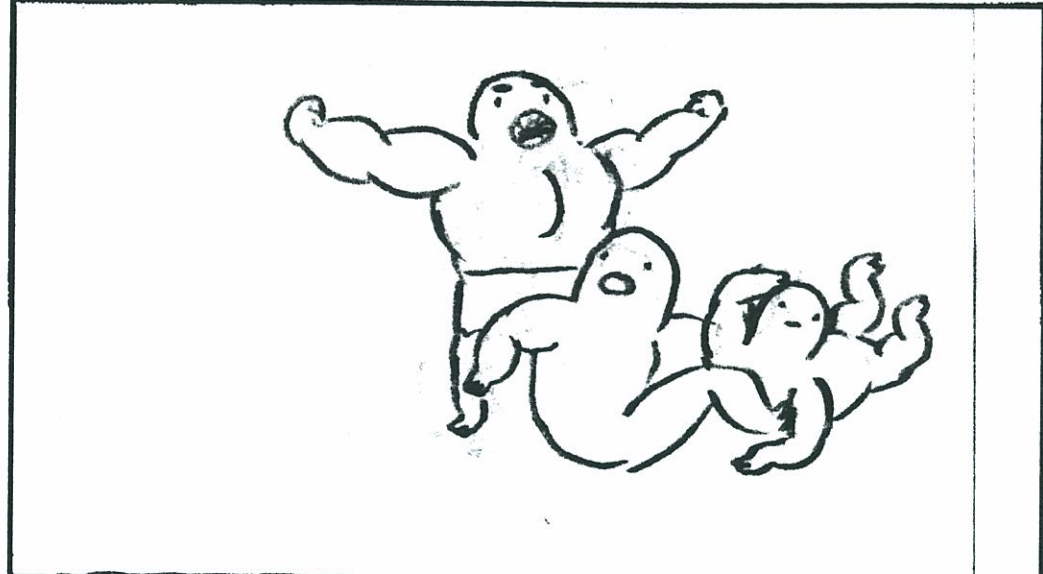
Sc.	Pnl.	dy.	day night	Sc.	Pnl.	Bg.	day night	
Dialog:								
Action:				(pats)				
Timing:								
285				286				



Sc. Pnl. by. way night Sc. Pnl. Bg. day night



M#5
Nooo!!!



M#5:
Auuugh!!—

Timing:

287

288

EPISODE 692010

Production



Timing:



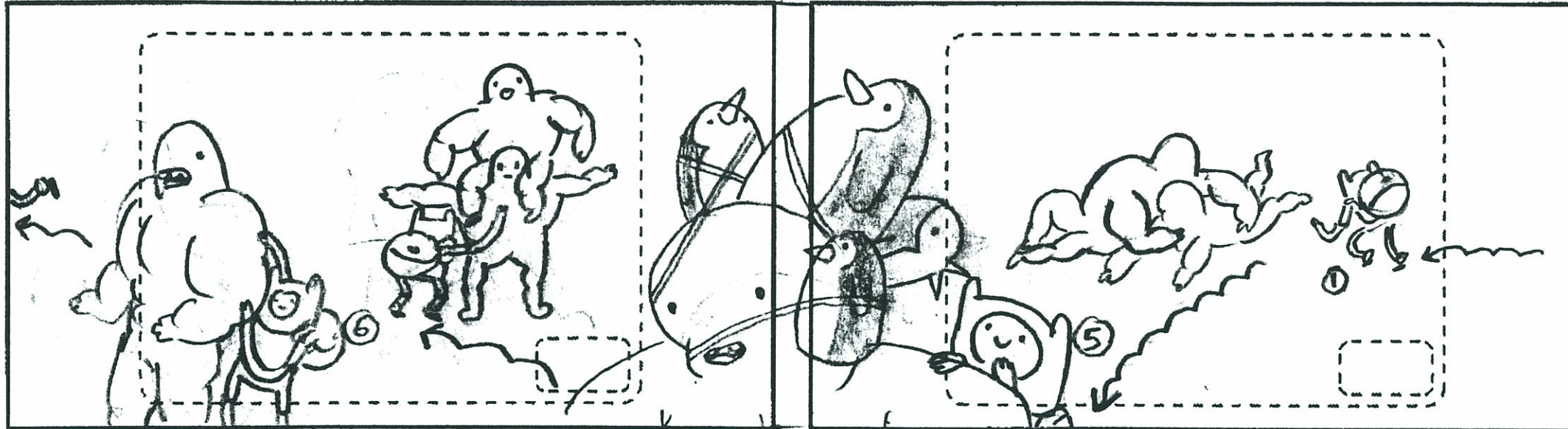
Page 132 A

Sc.	Pnl.	Py.	day night	Pnl.	Bg.	day night	
D	m #5 — augh...				m #5: whv?! This is Fantastic!		
A							
Timing:							
289			290				



Page **132B**

Sc. Pnl. Pg. way right SC. Pnl. Bg. day night

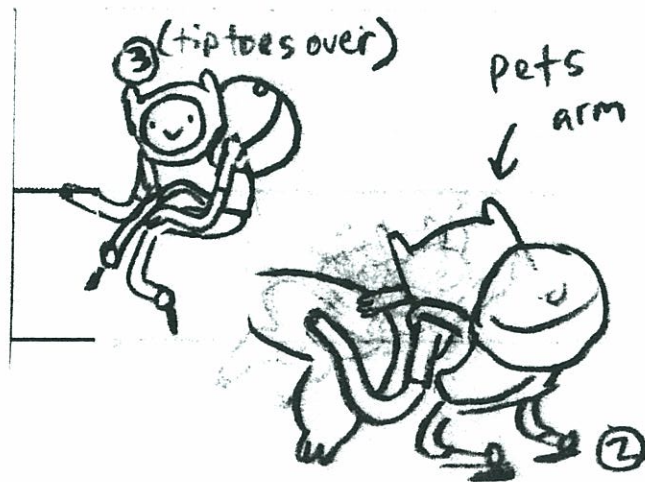


Dialog:

MARAUDERS:
<WALLA> WHAT ARE
YOU ... HUH ... HEY!

Action:

Timing:



291

292

EPISODE 692010

Production

Timing:



Produced by



Page 132C

Sc.

Pnl.

By

Key Art

Sc.

Pnl.

Bg.

day night



(F:) ha ha!

Timing:

293

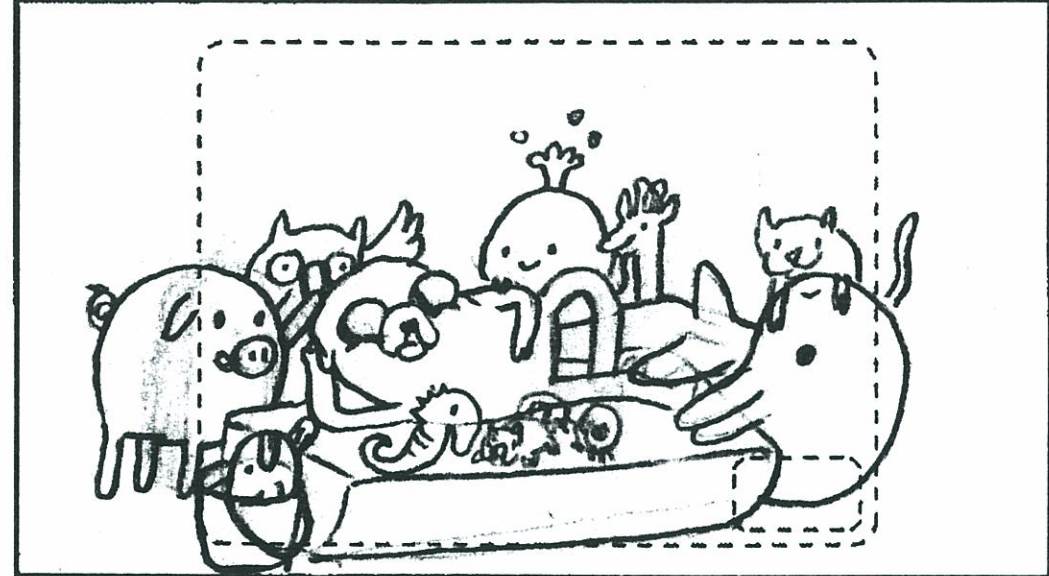
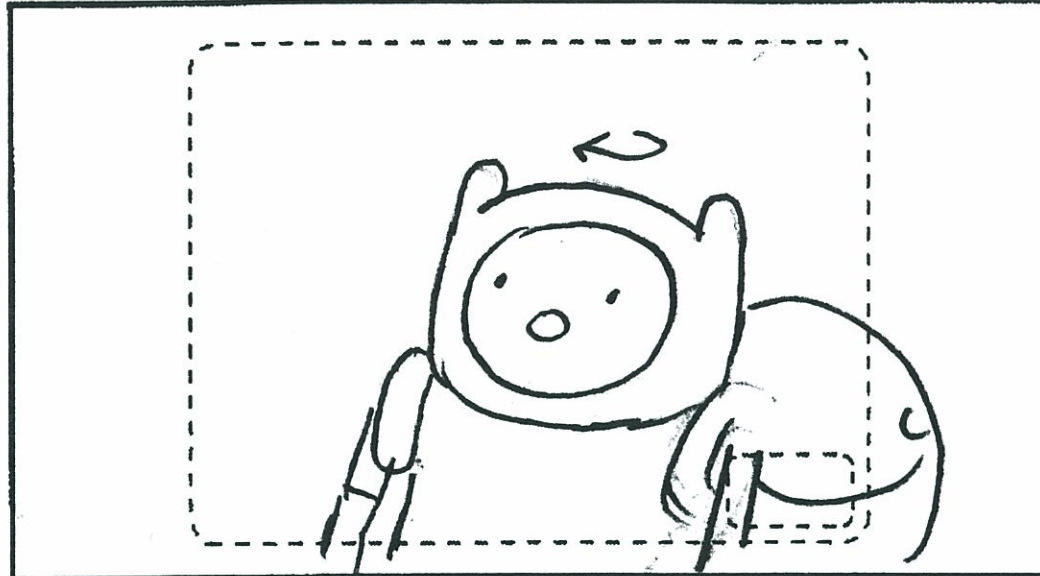
294

EPISODE # 692010

Production :



Sc. Pnl. Pg. way right Sc. Pnl. Bg. day night



Dialog:

(o.s)
J: Finn ...

Action:

Timing:

J: This petting business is the best
idea you've ever had.

(all the animals are petting Jake)
296

295

692010

EPISODE

Productio



Timing:

(all the animals are petting Jake)



Page 132 E

Sc.

Pnl.

By.

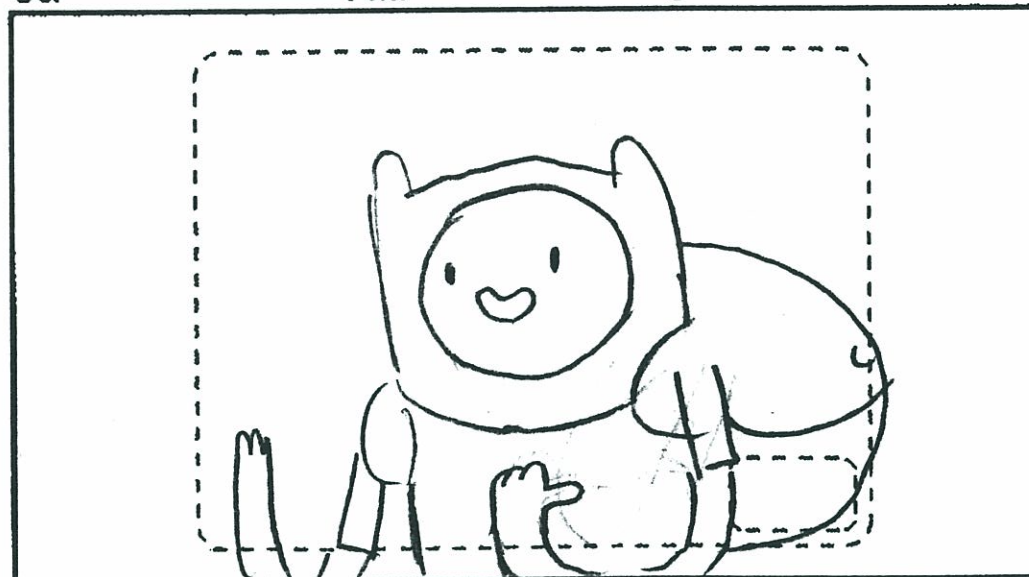
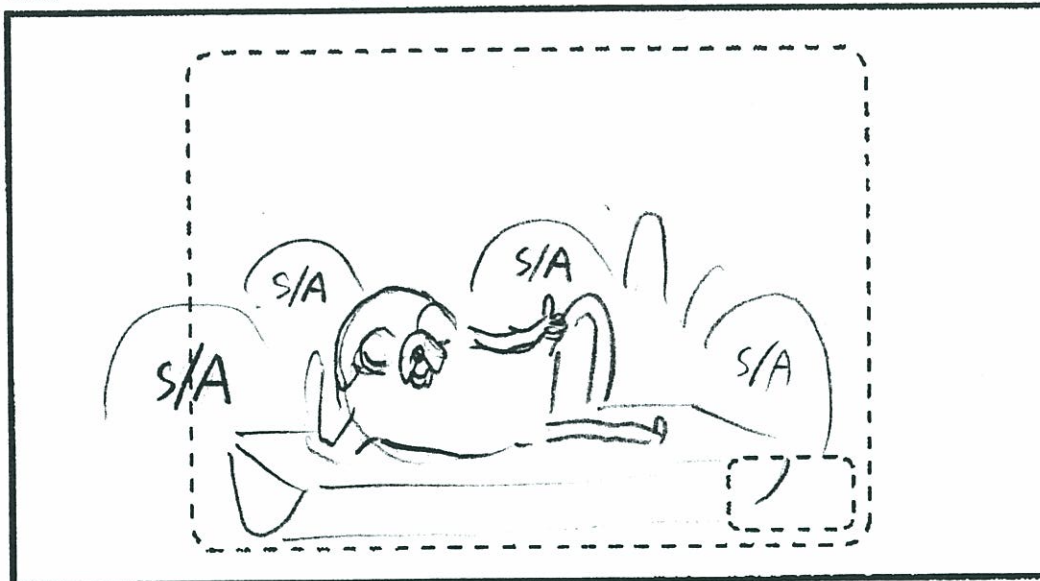
Way

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

maybe you
can solve everyone's
problems... like
an adorable angel.
or like a cherub
with his bottom out.

297

ha ha! Cool!
I'm gonna go tell the
Mountain!

298

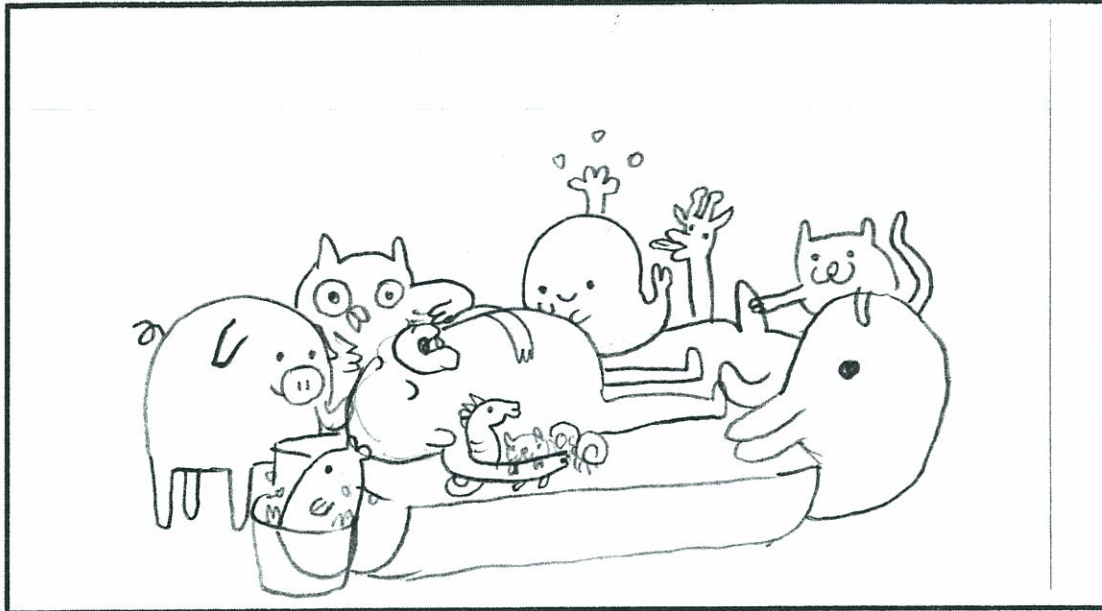
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ADVENTURE TIME

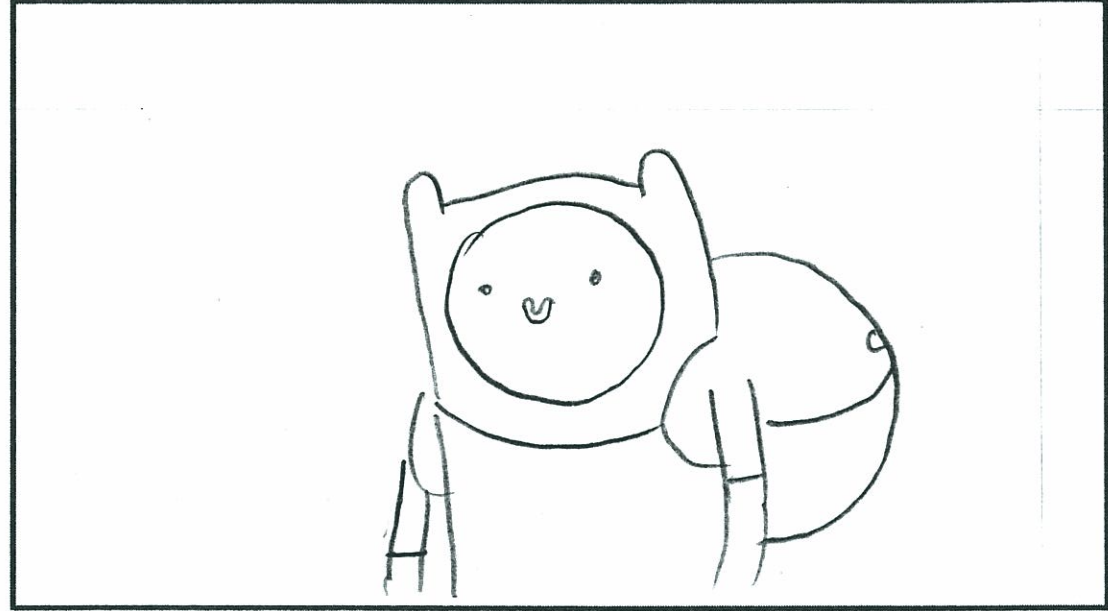


Page 132F

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(J.) alright.. I'm gonna stay here this time.

(F.) ha ha ok.

Action:

Timing:

299

300

EPISODE # 692010

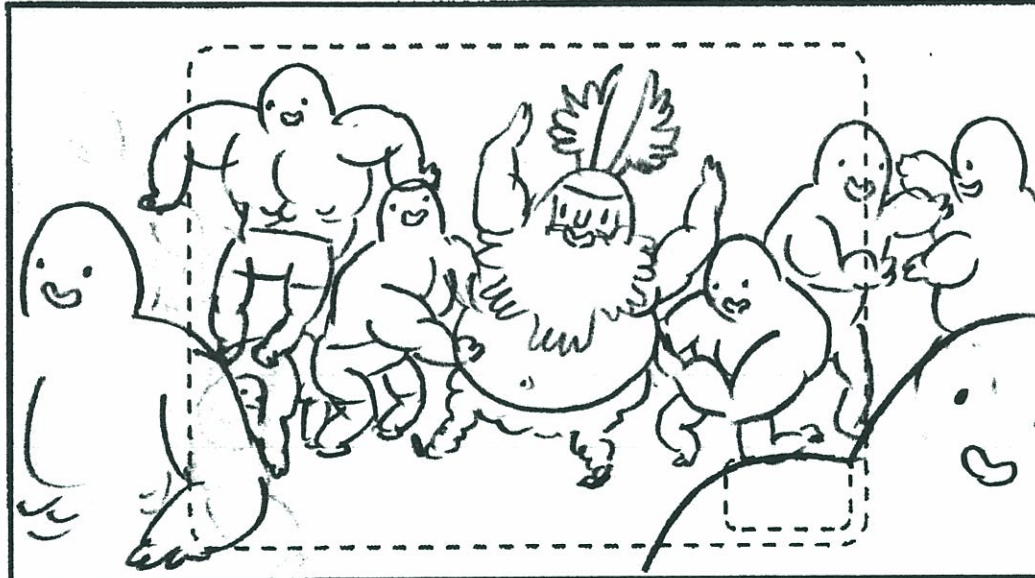
Production :



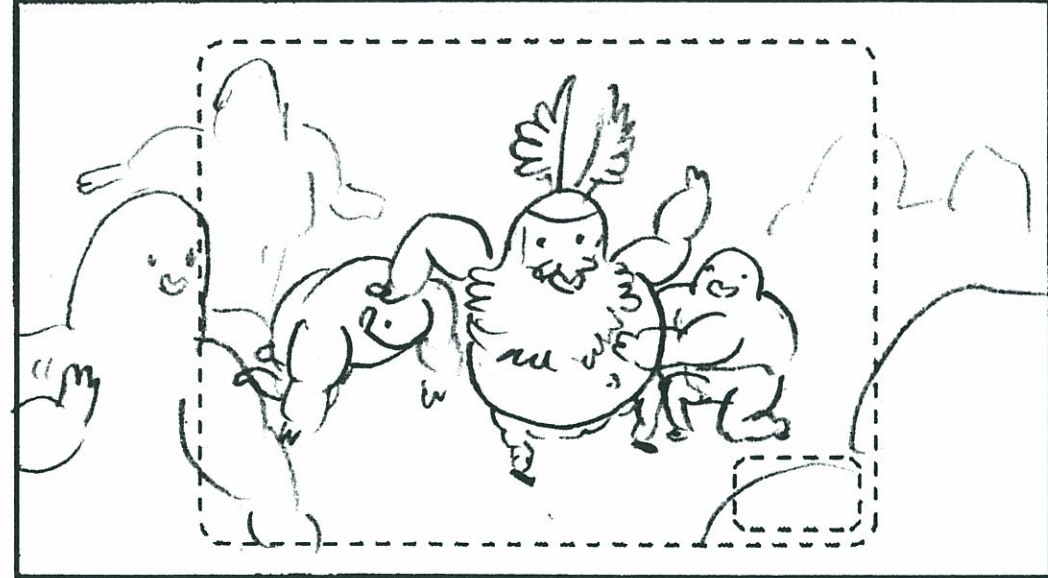
Page 132

G

Sc. Pnl. Pg. way in



Sc. Pnl. Bg. day night



Dialog:

B. (Hm) Finn! Finn! haha!
A. MARAUDERS: Pet Pet Pet! HA HA!

Action:

Timing:

301

(Hm) You're Really mixing
things up in the best
of ways today!

302

EPISODE 692010

Production



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Page 132

H

EPISODE # 692010

Production :

P

Sc.

Pnl.

py.

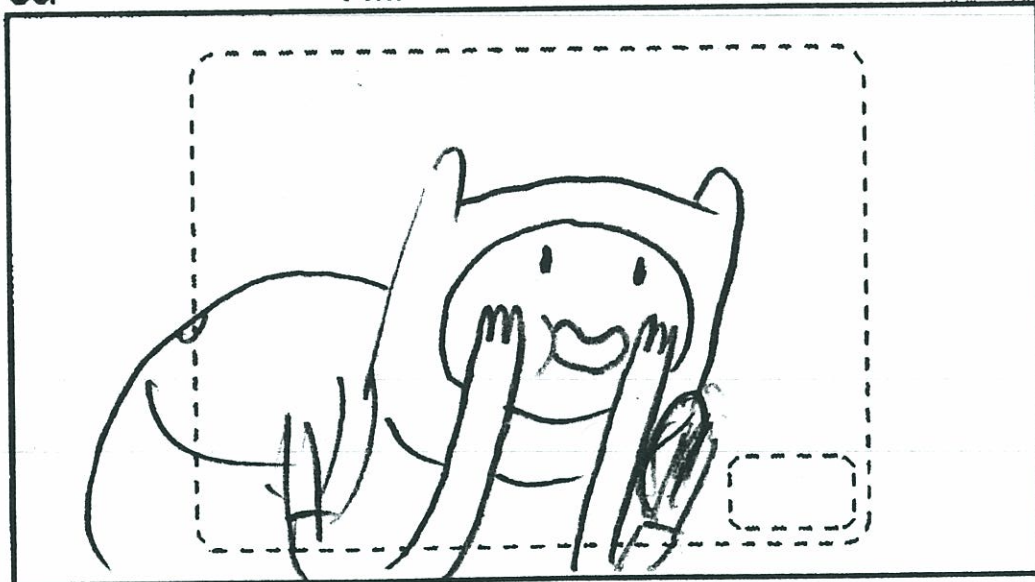
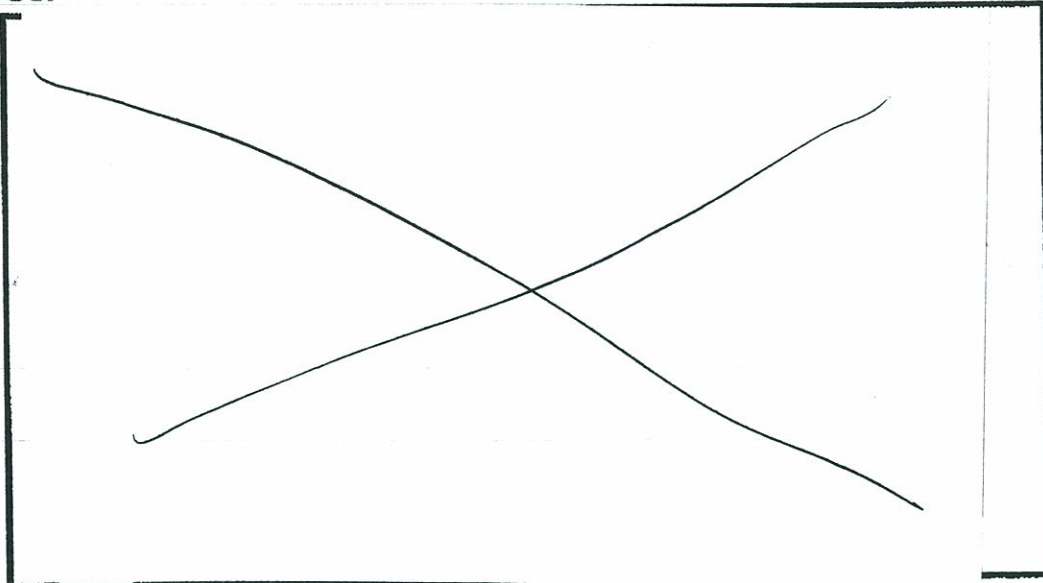
way begin

SC.

Pnl.

Bg.

day night



DI

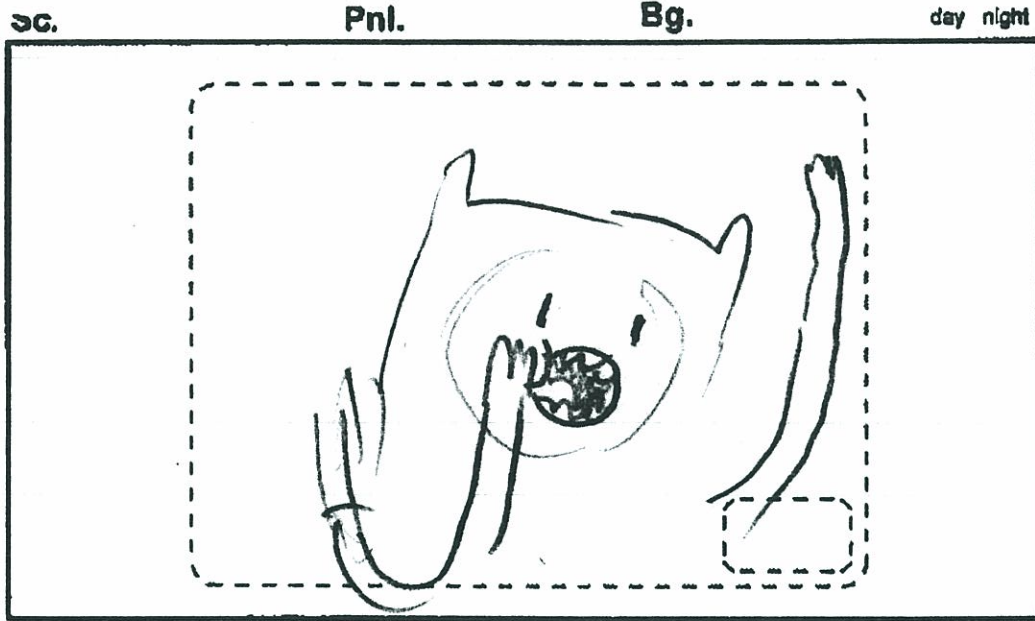
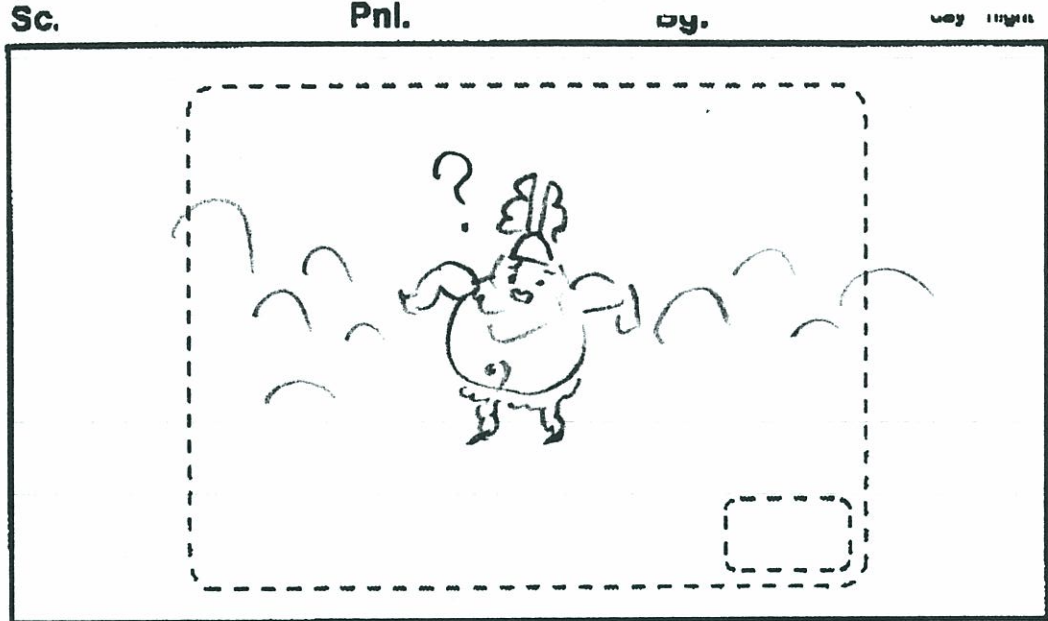
AI

Timing:

303

304

Thanks Cheif!
I'n gonna go tell
the mountain!



Dialog:

who's the
mountain?

Action:

Timing:

oh... he's the guy
who was crying before..

305

306

EPISODE 692010

Production





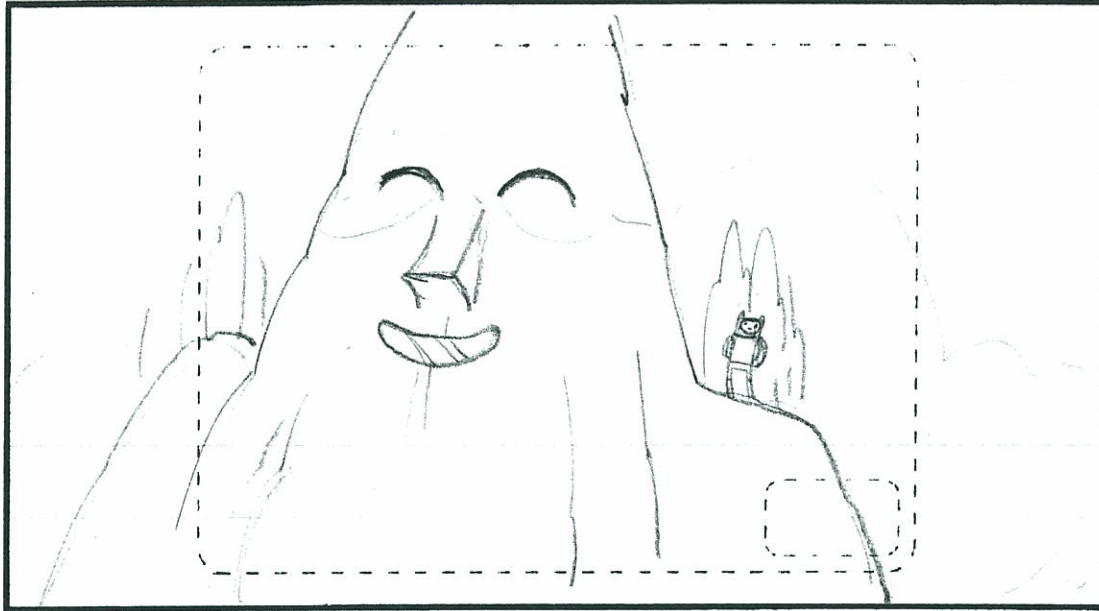
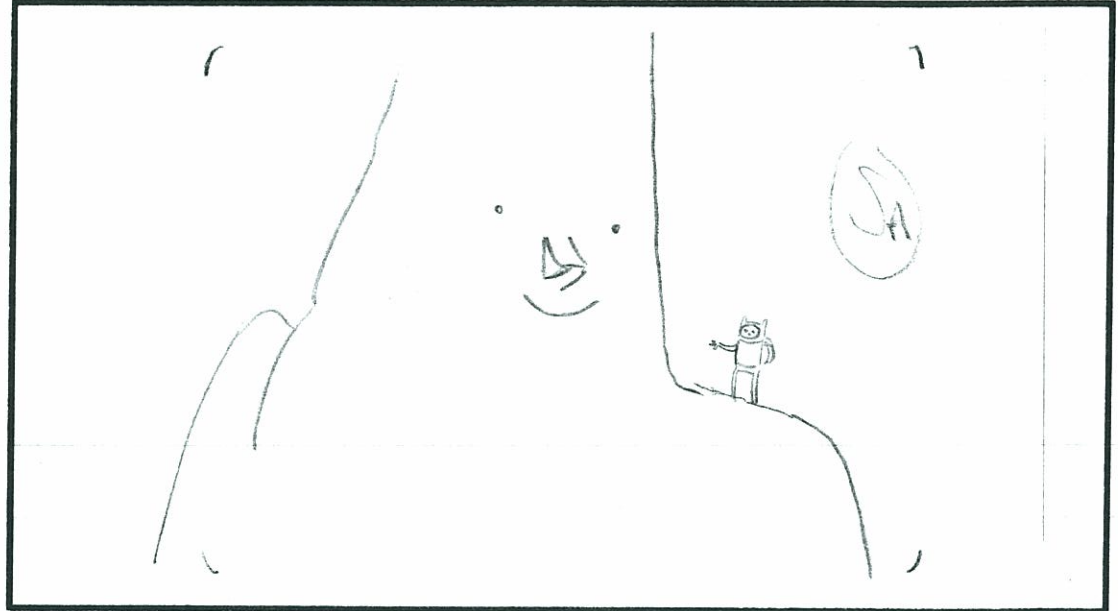
Sc.	Pnl.	By.	way begin	Sc.	Pnl.	Bg.	day night

<p>Dialog:</p> <p>Oh.. Don't worry about it.</p>
<p>Action:</p>
<p>Timing:</p> <p style="text-align: center; color: red; font-size: 2em;">307</p> <p style="text-align: center; color: red; font-size: 2em;">308</p>

EPISODE # 692010

Production :

ADVENTURE TIME

Page 133Sc. 162 Pnl. A Bg. day nightSc. Pnl. B Bg. day night

Dialog:

M: HA HA HA HA HA

F: so everything's fine this time right?
You're feeling good?

Action:

Timing:

309

310

992010

EPISODE #

Production :

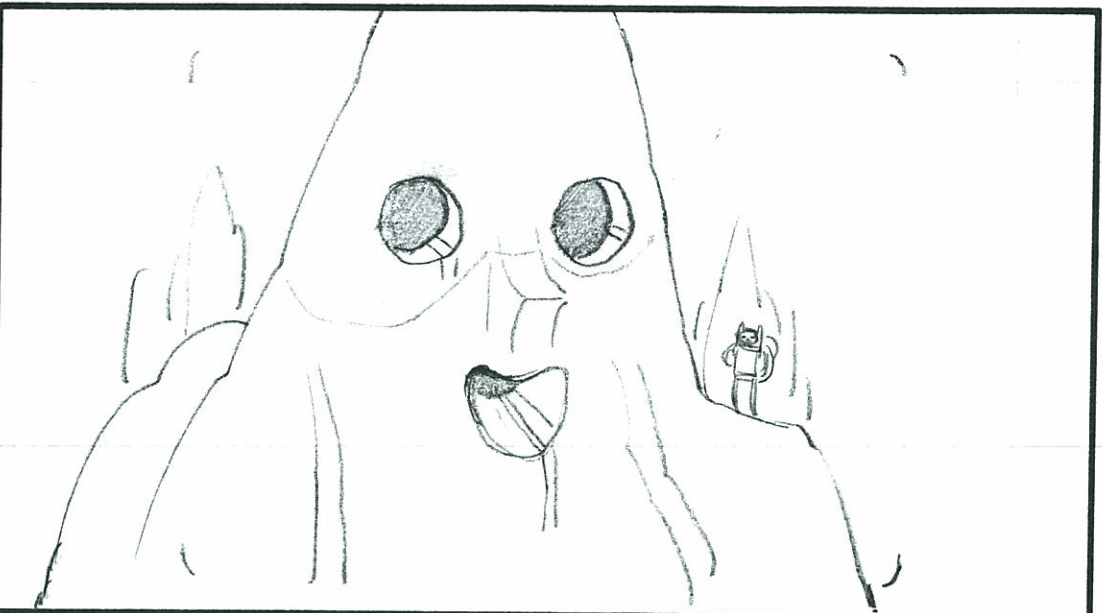
ADVENTURE TIME



Sc. 162 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	M: Yes!	M: Thank you Finn. I'm sorry that I blew up at you before.
Action:	MOUNTAIN MAN TURNS VERY SLOWLY	
Timing:		

311

312

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (M): I think its safe to say that I can be... a little dramatic.. sometimes.

Action:

Timing:

313 314

EPISODE # 692010
Production :

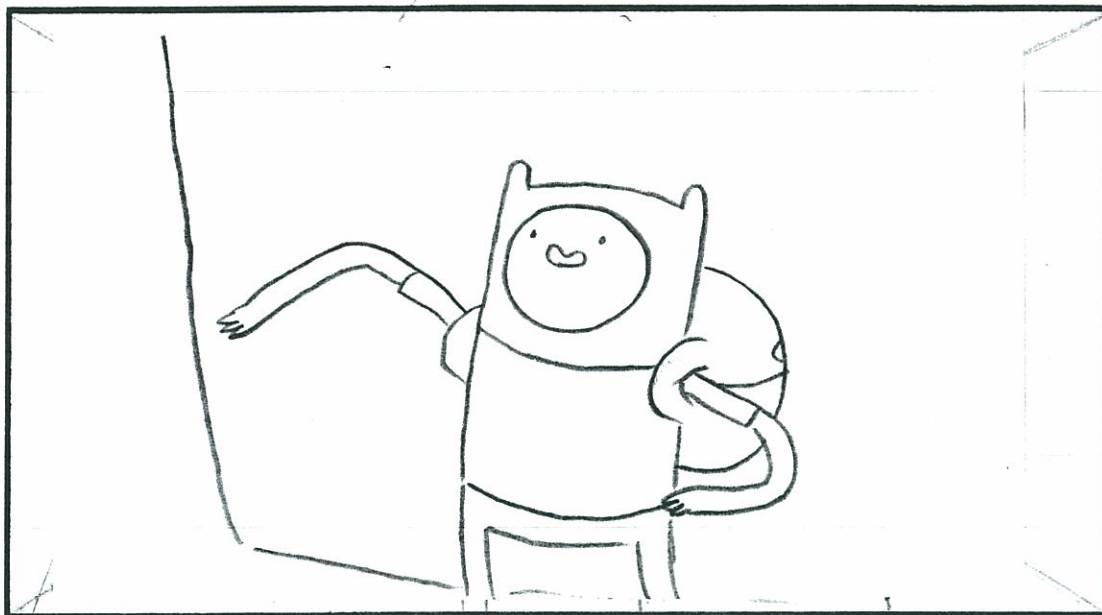
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ADVENTURE TIME

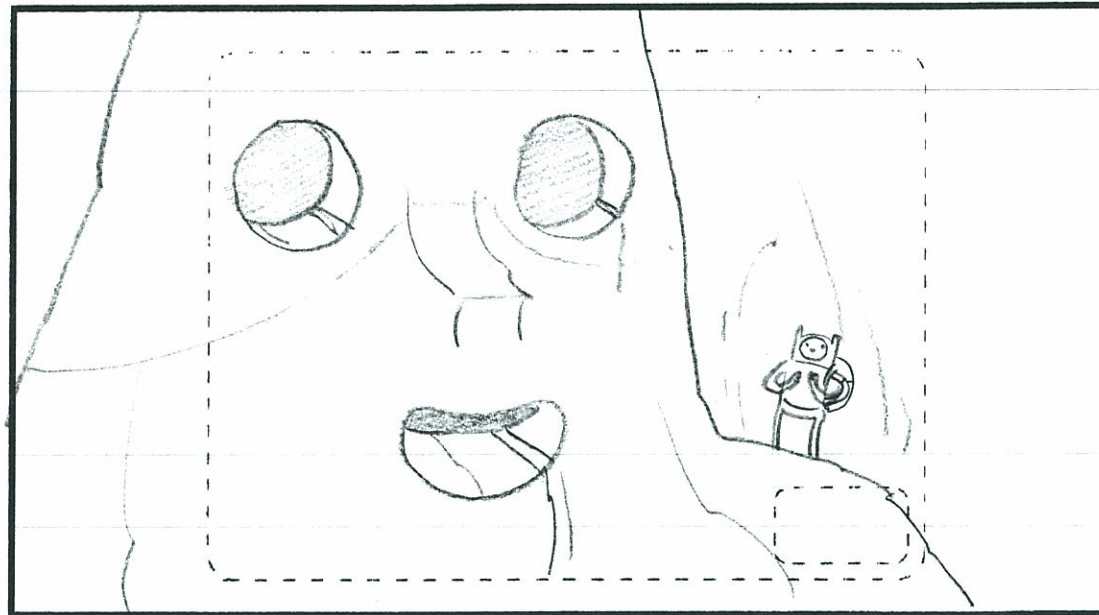


Page 136

Sc. 102 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:



Mountain... I'm just pumped that
you're alright. Now gimme
a big fist pound.

M: *giggle*

Action:

Slow truck in

Timing:

315

316

692010

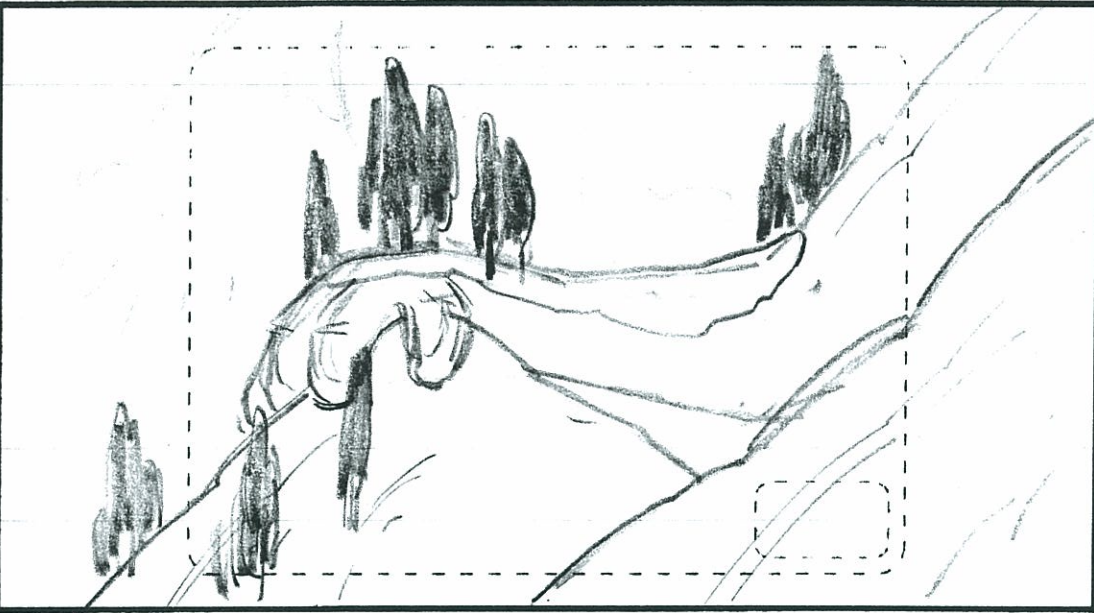
EPISODE #

Production :

ADVENTURE TIME



Sc. 103 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

Action:

LOUD SLOW CRUNCHING SOUND, BRANCHES
BREAKING ETC.

Timing:

317

318

EPISODE # 692010

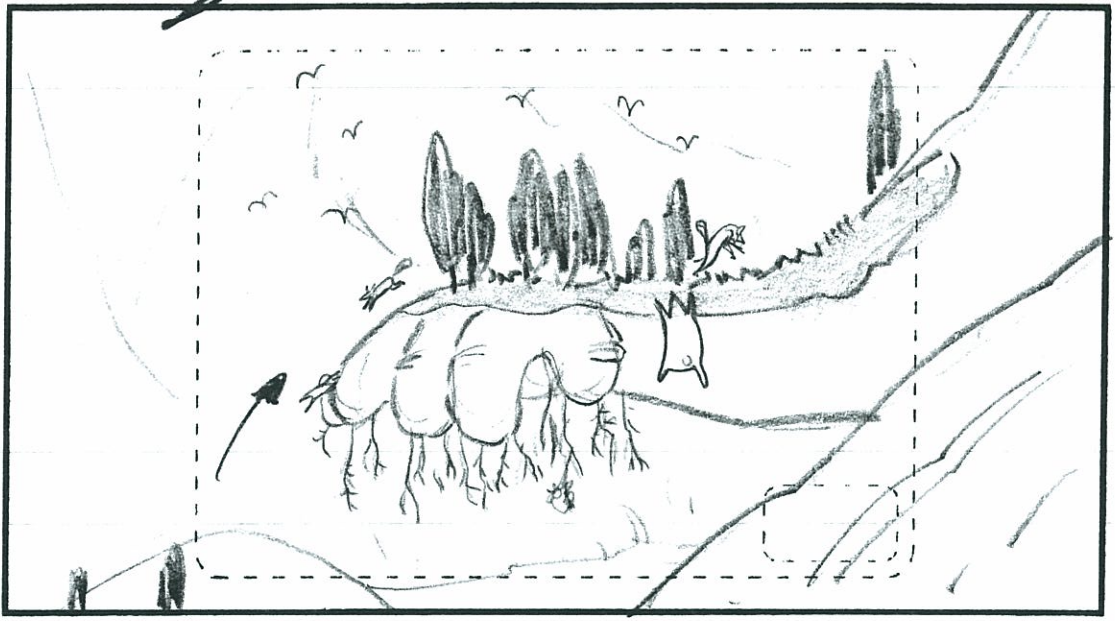
Production :

ADVENTURE TIME

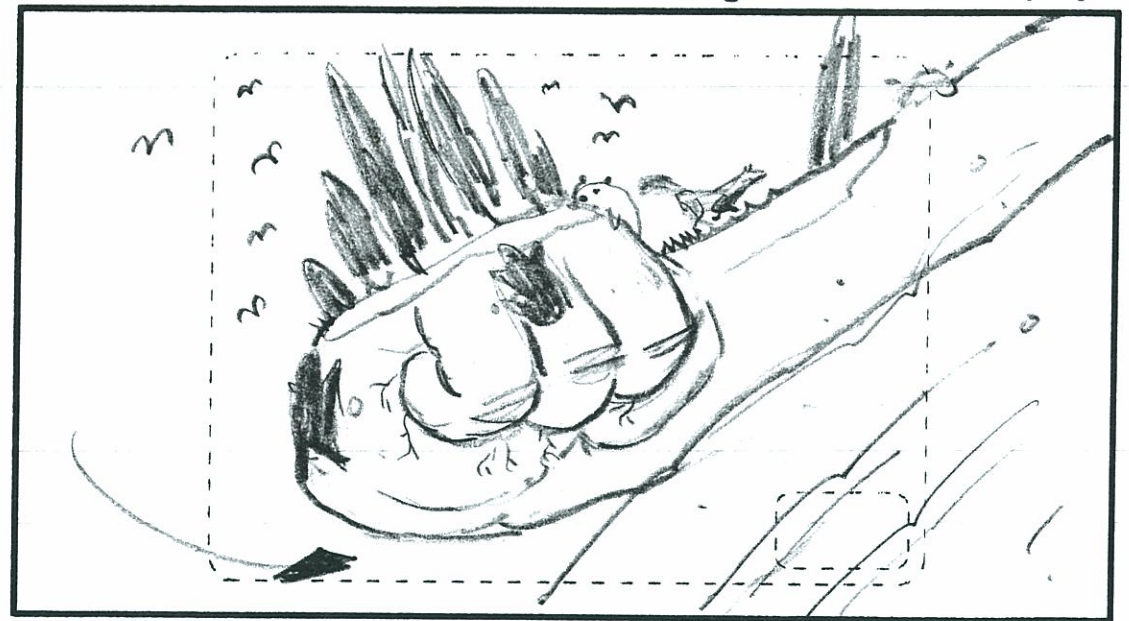


Page 138

Sc. 103 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:
Action:
Timing:

319

320

EPISODE # 692010
Production :

ADVENTURE TIME

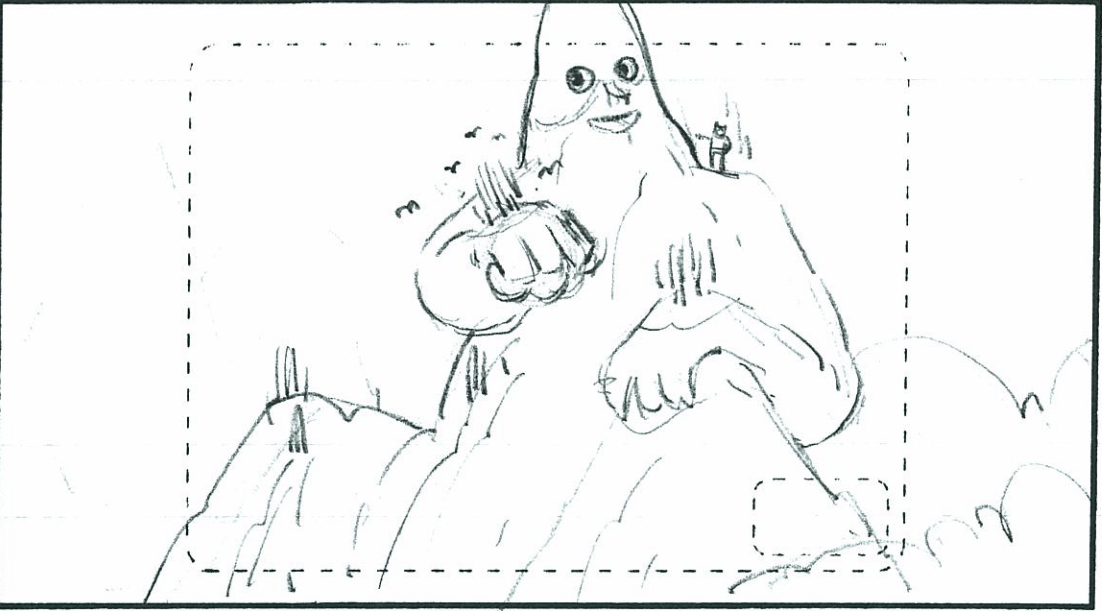


Sc. 104

Pnl. A

Bg.

day night

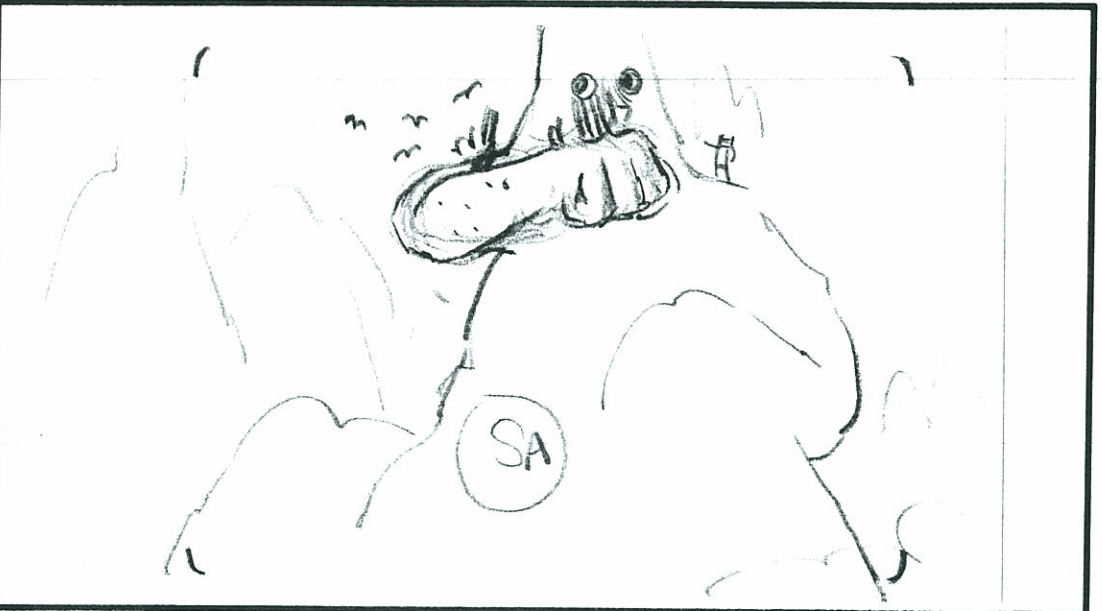


Sc.

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:
321
322

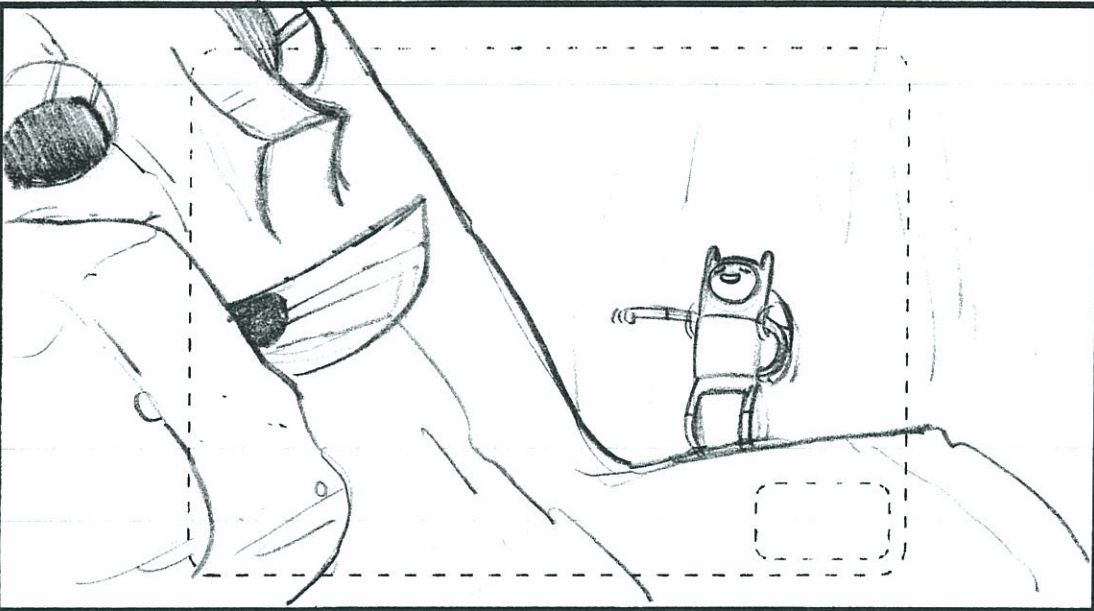
EPISODE # 692010

Production :

ADVENTURE TIME



Sc. 105 Pnl. A Bg. day night



Dialog:

F: HA HA!

Action:

Timing:

323

Sc. Pnl. B Bg. day night



F: YEAH!

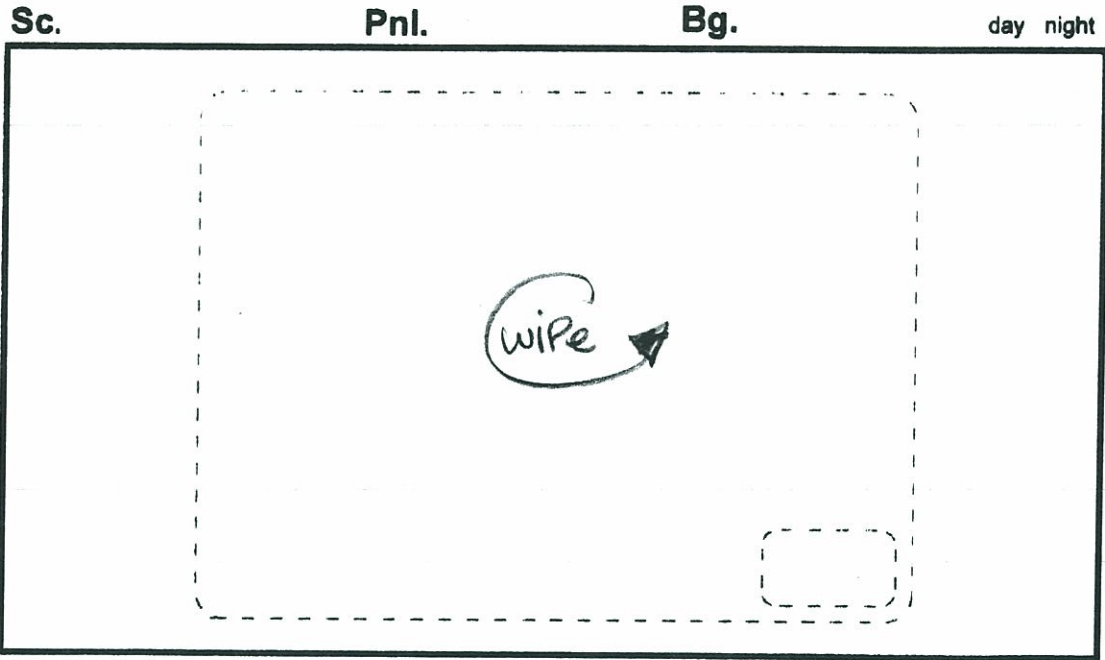
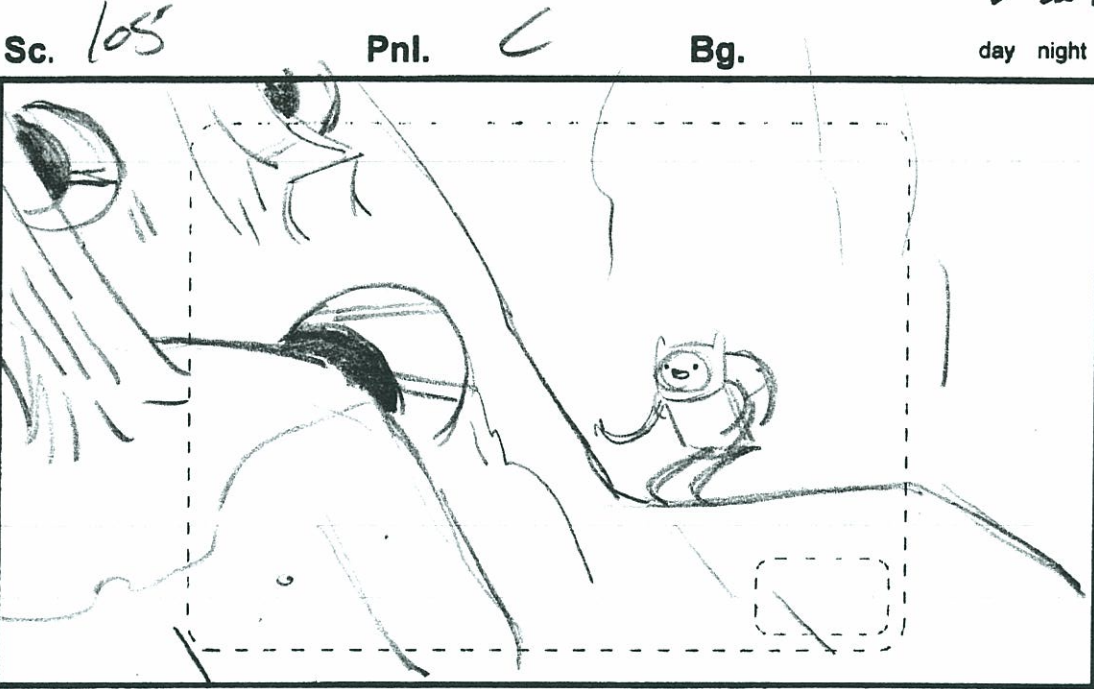
324

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ADVENTURE TIME



Dialog:

M: BONES!

Action:

Timing:

325

326

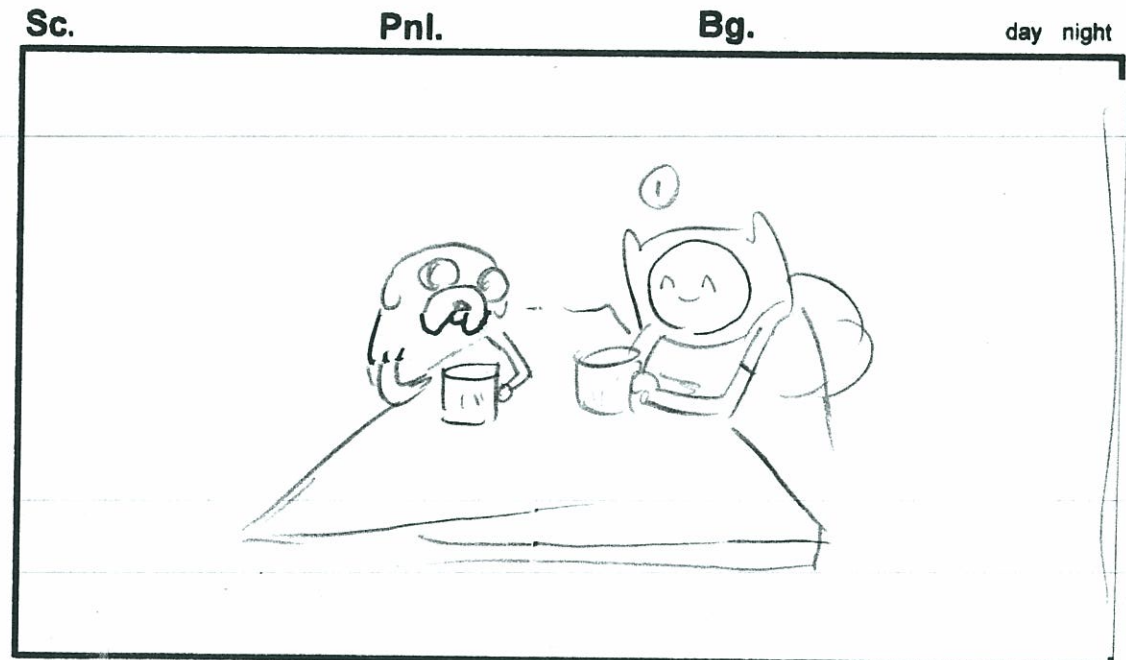
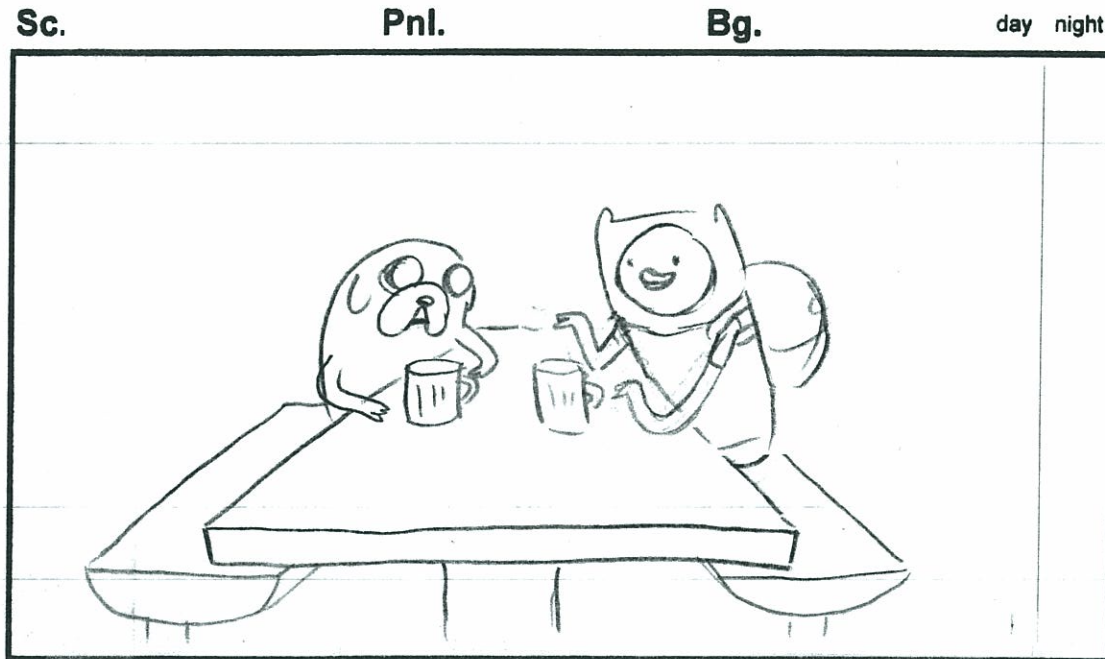
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Production :

ADVENTURE TIME



Page 142



(F) So. The mountain is
totally fine with
everybody petting!



327

328

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ADVENTURE TIME



(NEXT Pg. 149)

Page 143

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog

① I feel Great!

Action

Time

329

330

EPISODE # 692010

Production :

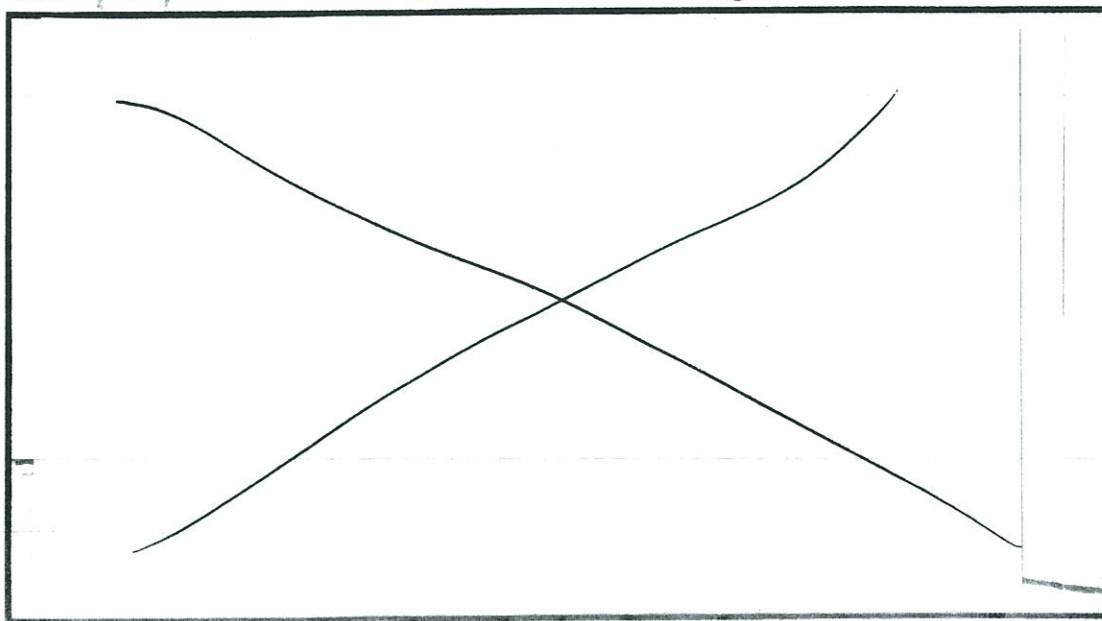
ADVENTURE TIME



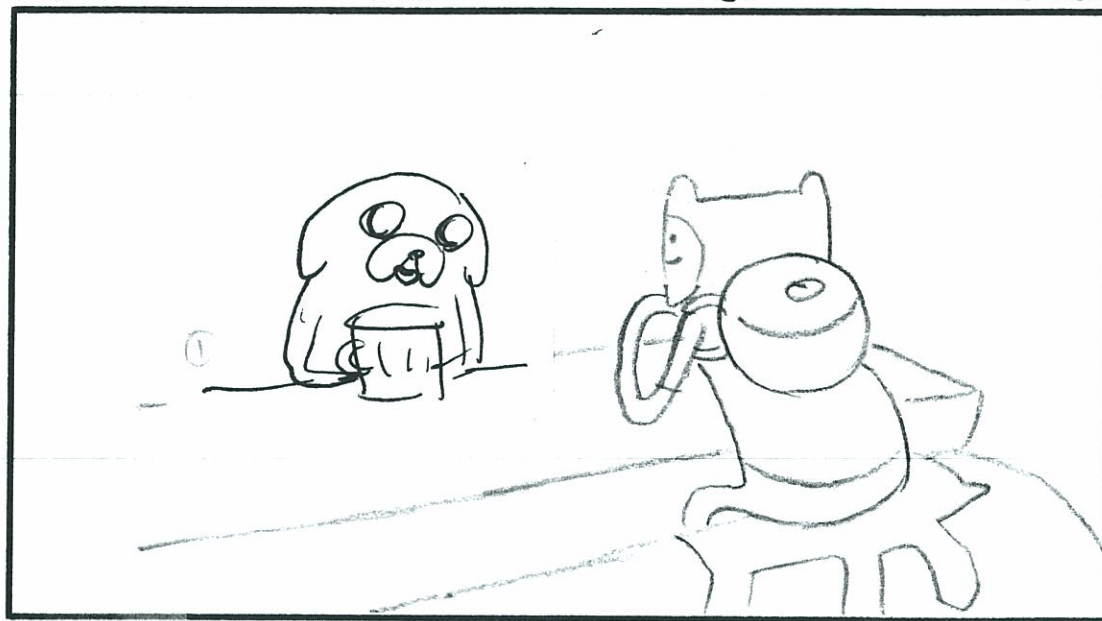
(NO PG. 144-143)

Page 149

Sc. 111 Pnl. A Bg. day night



Sc. 112 Pnl. A Bg. day night



Dialog:

F!

Action:

Timing:

331

(J) ① Right on man. The mirauders are goin crazy over the petting. They're pettin each other raw! ② check 'em out.

(Finn & Jake look @)

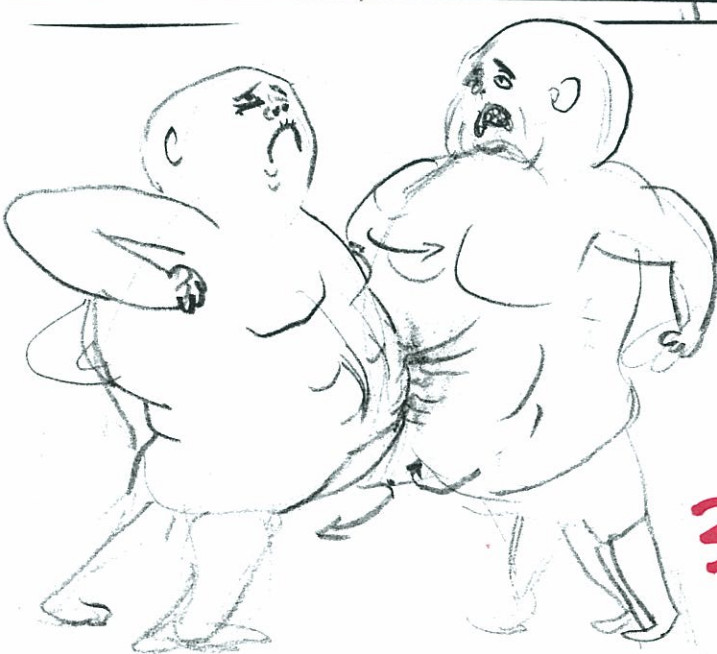
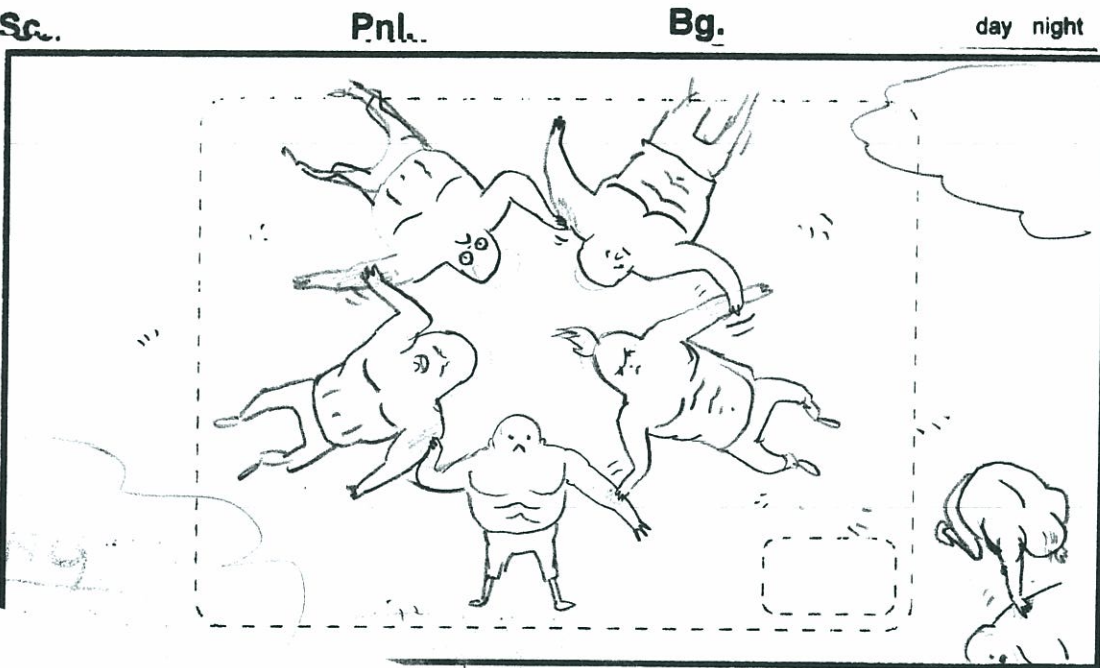
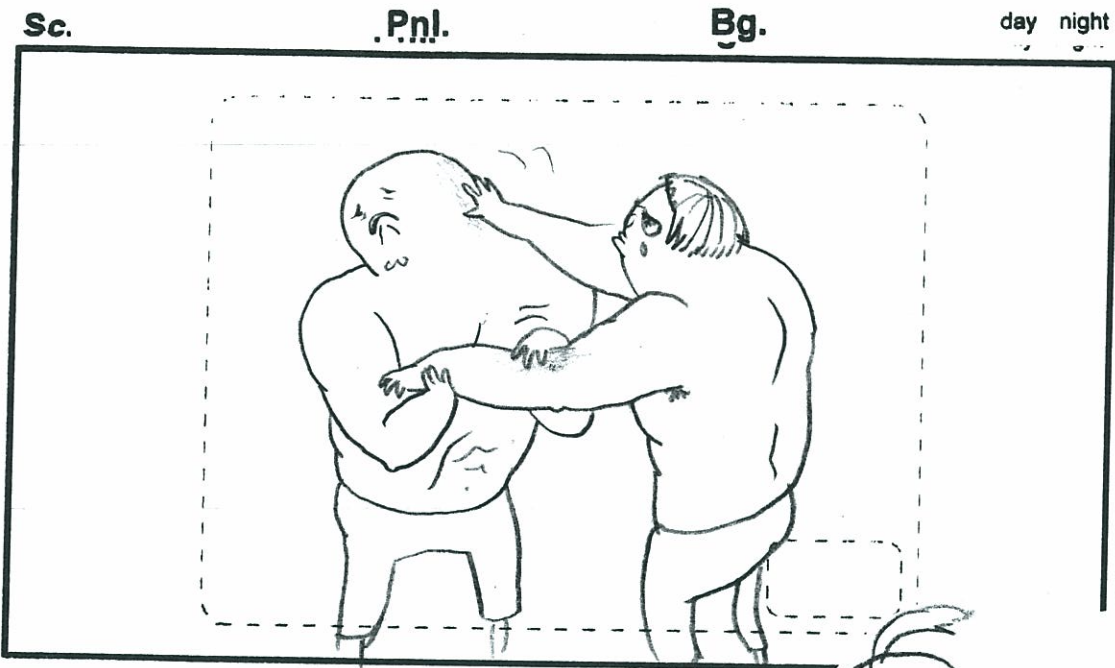


332

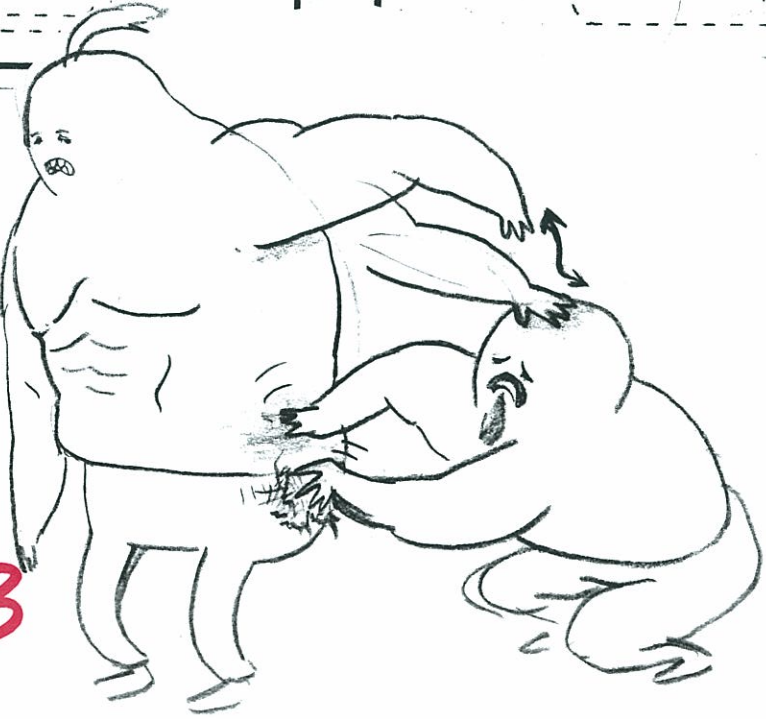
EPISODE # 692010

Production :

ADVENTURE TIME



333



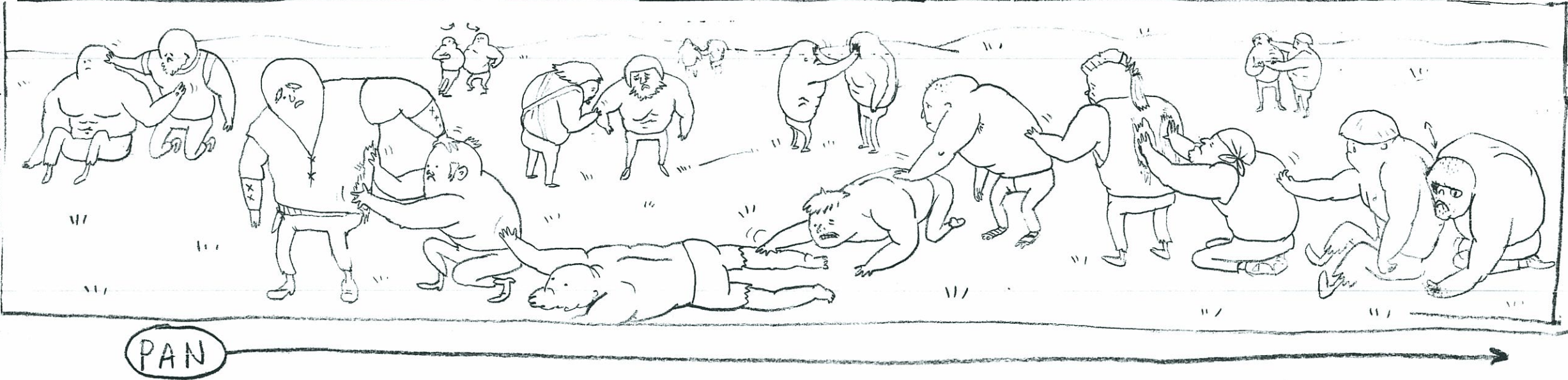
334

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ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



PAN

Dialog:	mirander walk i (groaning)
Action:	
Timing:	

335

336

Production :

692010

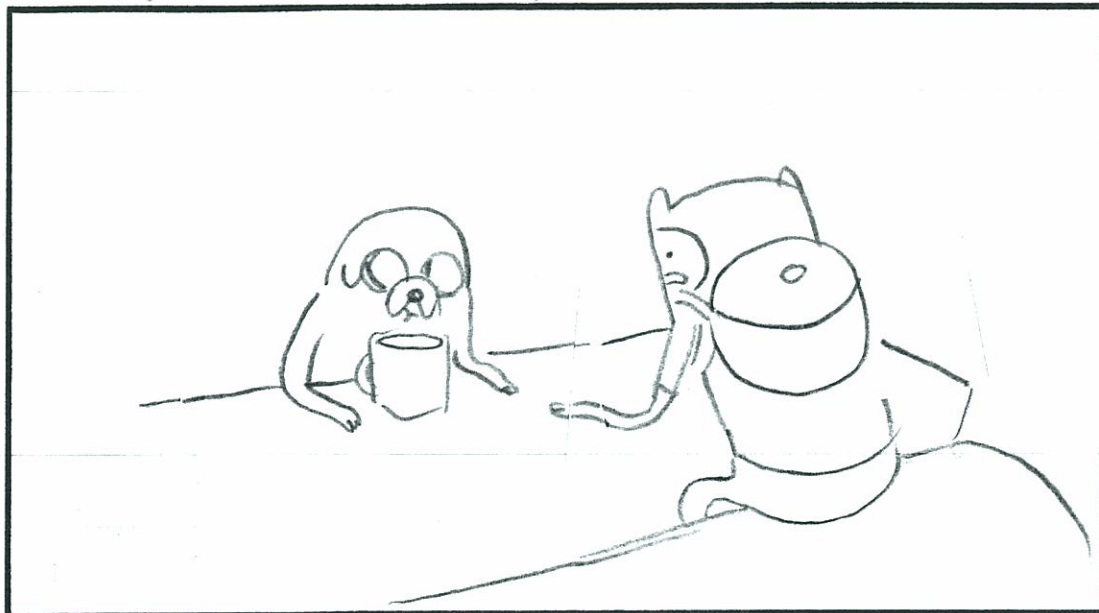


ADVENTURE TIME

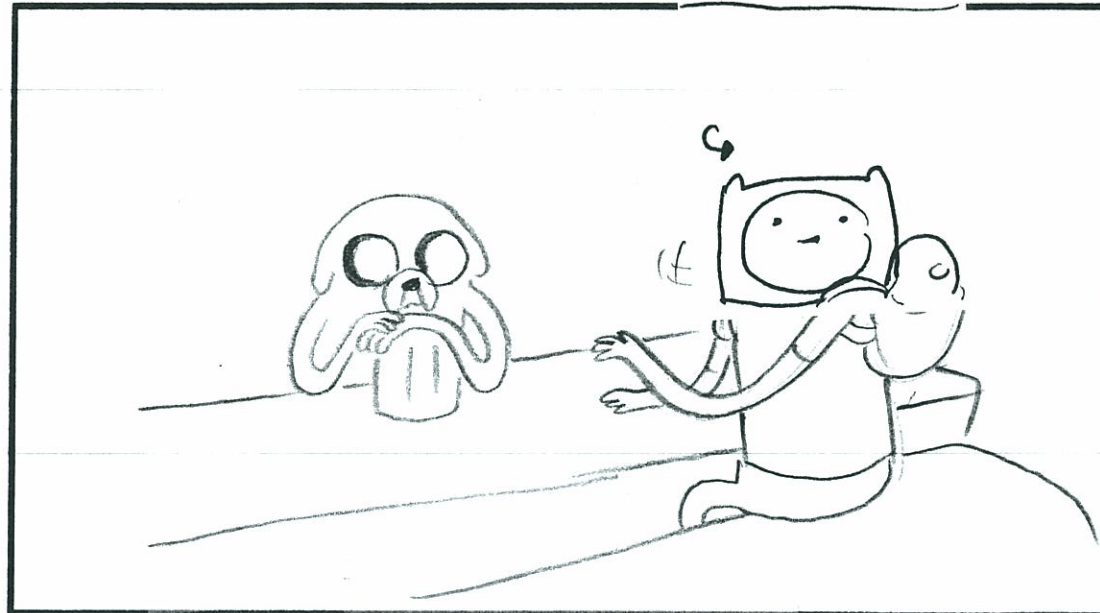
(Next pg. 155)

Page 150B

Sc. 112 Pnl. B Bg. day night



Sc. Pnl. C day night



Dialog:

A. (F) ... they look kinda rashy..

B. (A.M. 9:00) "HEY FINN!"

(F) hmmm?

Action:

Timing:

337

338

EPISODE # 692010

Production :

ADVENTURE TIME



Page 155

Sc. 117 Pnl. A Bg. day night



Dialog: (F) oh!

Action:

Timing:

339

Sc. 118 Pnl. A Bg. day night



H.M.: Hey man... as you can see... the petting
got sorta out of hand..

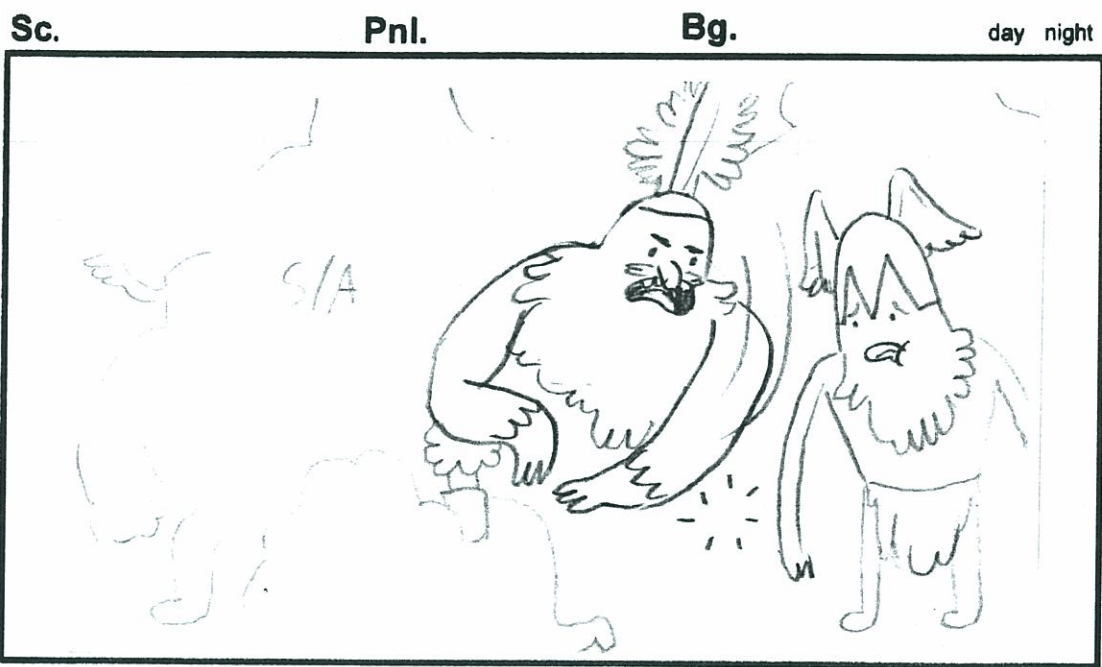
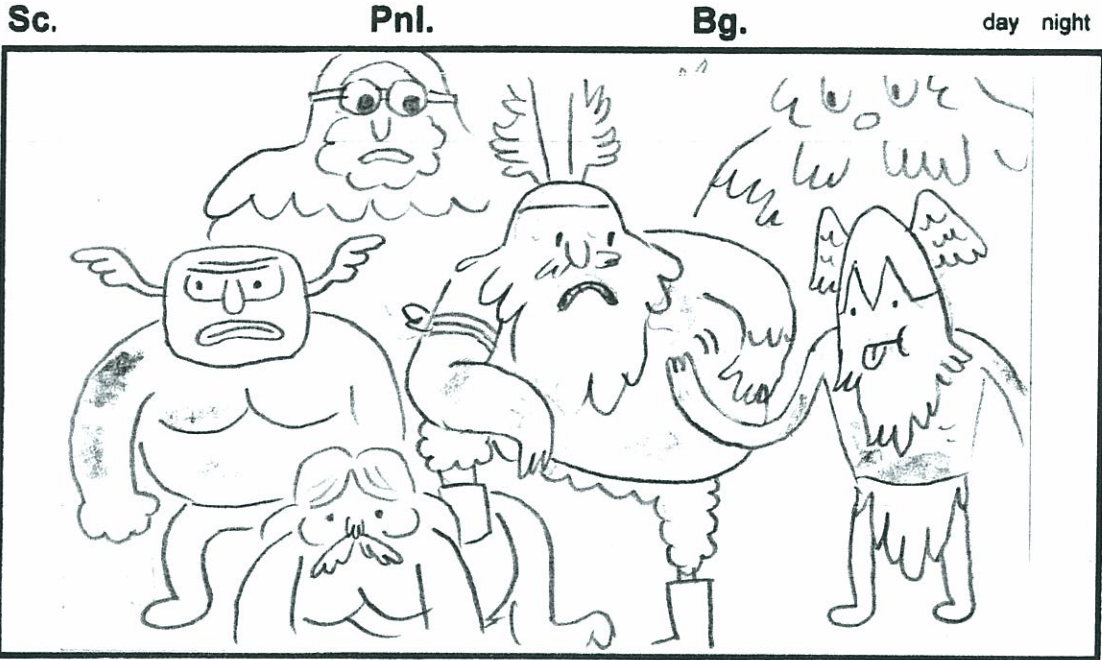
Production :

340

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ADVENTURE TIME



Dialog:

sfx: * pct pct *

OW!
+M: Stop that! We are DONE
with that!

Action:

Timing:

341

342

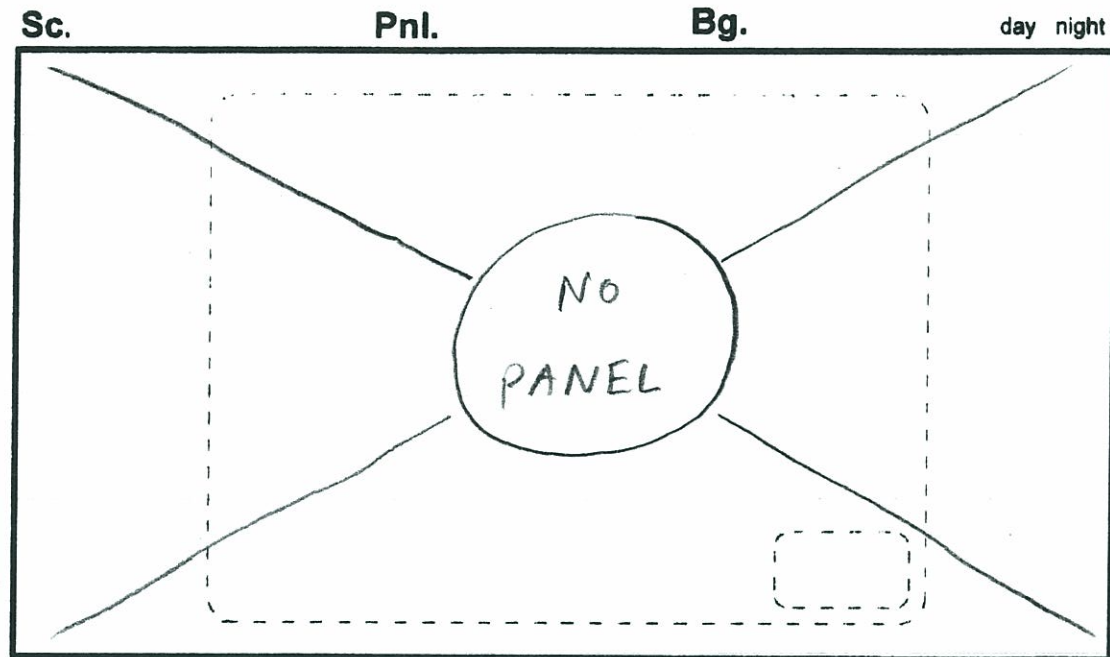
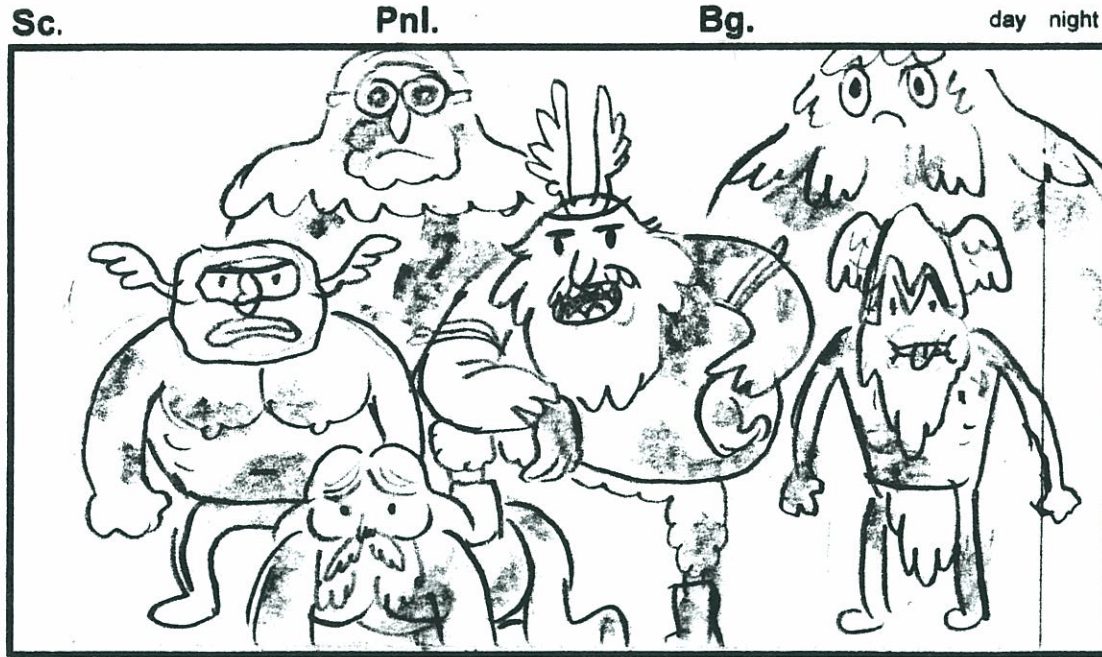
EPISODE # 692010

Production :

ADVENTURE TIME



Page 157



Dialog:

(HM)

We're going back
to Rough-Housing.

Action:

Timing:

343

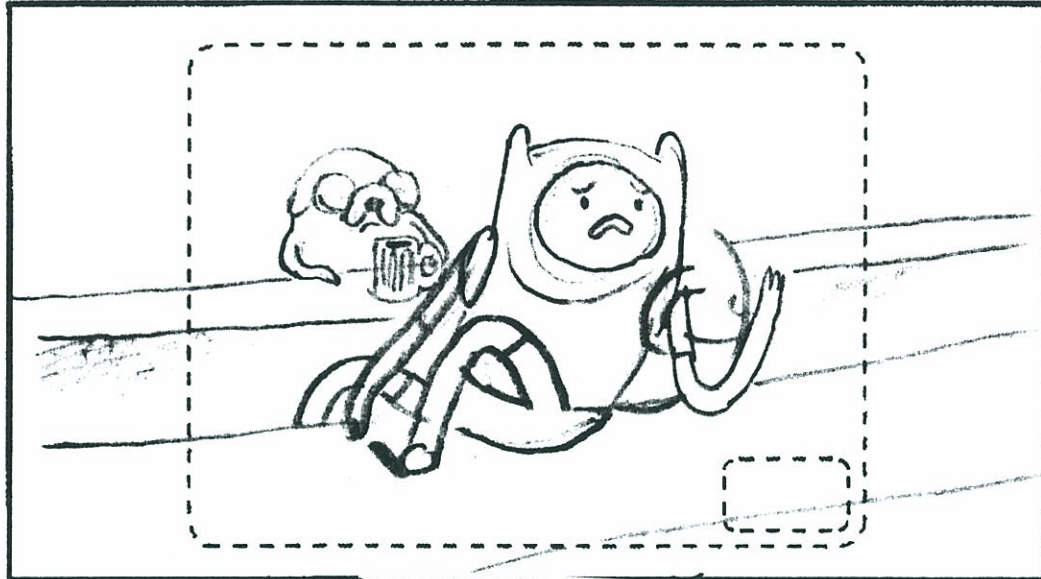
344

EPISODE # 692010

Production :



Sc. Pnl. Pg. Day Night Sc. Pnl. Bg. day night



Dialog:

No,

(F:) wait fellahs!

Action:

The mountain
doesn't like
Roughhousing!

Timing:

~~HM:~~
well we
don't like
Not
Roughhousing!

345

346

EPISODE 692010

Production





* Next pg. 191

Page 159

Sc.

Pnl.

By.

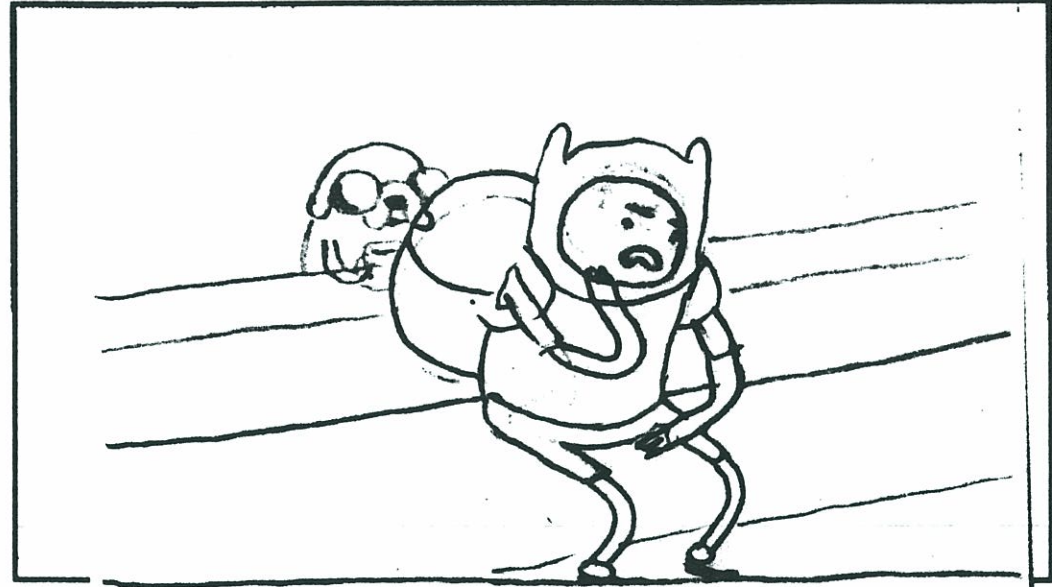
way 11/11/11

Sc.

Pnl.

Bg.

day night



Dialog:

HM!

You see
the problem
here?

Action:

Timing:

(F) Yeah...
I see...

347

348

EPISODE 692010

Production



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Page 191

Pri

EPISODE # 692010

Production :

S

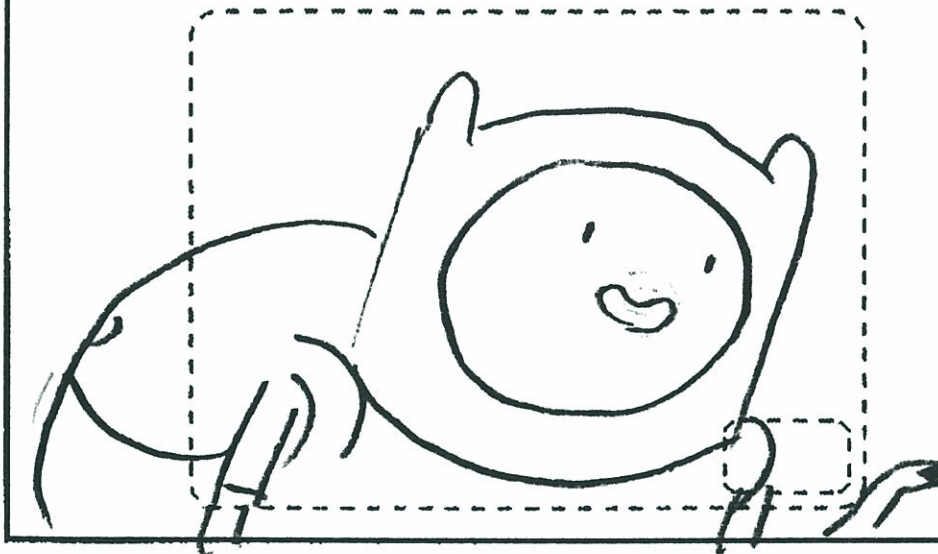
SC.

SC.

Pnl.

Bg.

day night



Ⓔ well... what if...

What If we Rotate
the entire mountain...

Timing:

349

350



Page 192

Sc. Pnl. Cg. day night Sc. Pnl. Bg. day night



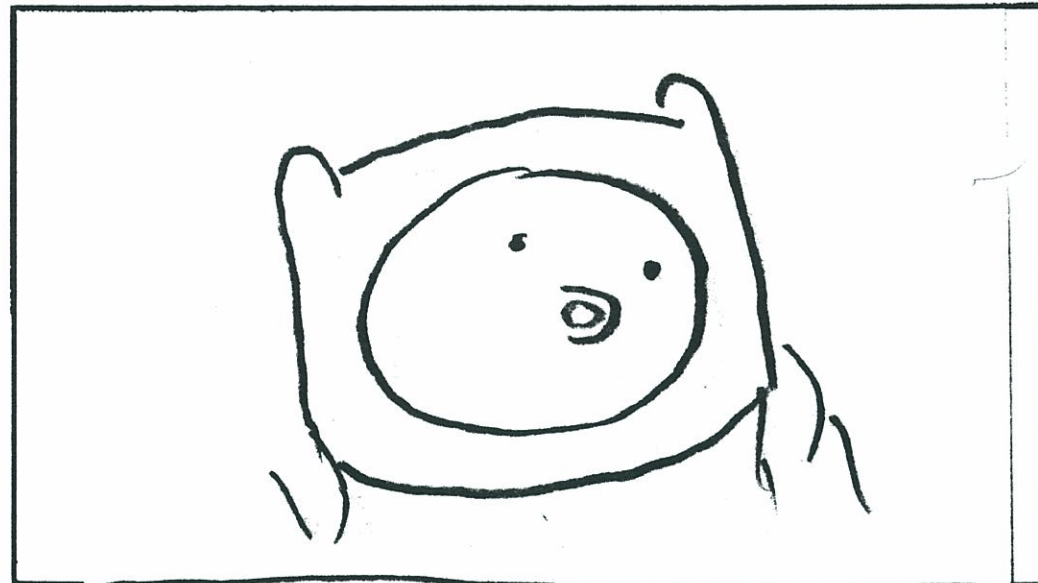
Dialog:

(F) 180 degrees around...

Action:

Timing:

351



so the mountain
is facing the
other direction...

352

EPISODE 692010

Production





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EPISODE # 692010

Production :

Sc.	Pnl.	By.	day night	Sc.	Pnl.	Bg.	day night

ⓔ That way You
Guys can keep
Rough housing...

353

ⓔ and the
Mountain doesn't
have to watch it?

354



Page 194

Sc.

Pnl.

by.

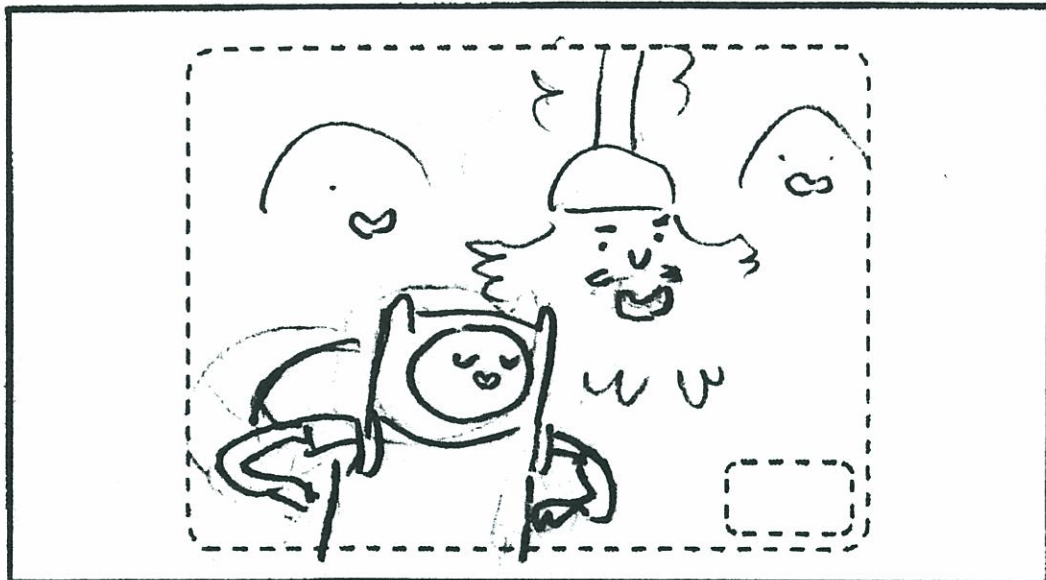
way begin

SC

Pnl.

Bg.

day night



Dialog:

HM: Sounds fine with me.

Action:

Timing:

Ⓢ What do you say, Mountain?

...

355

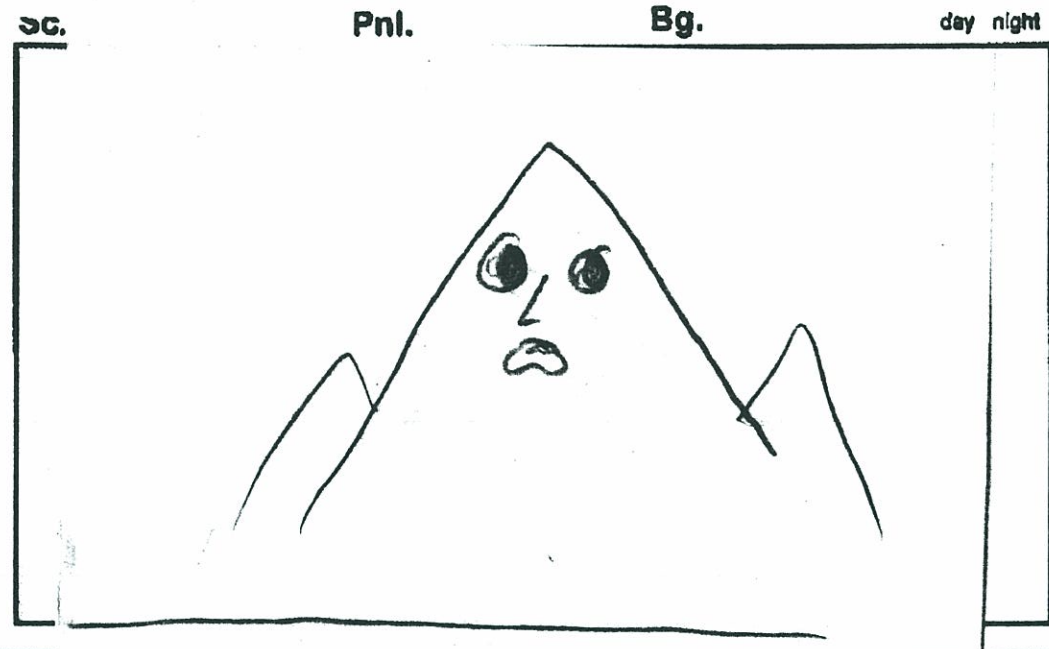
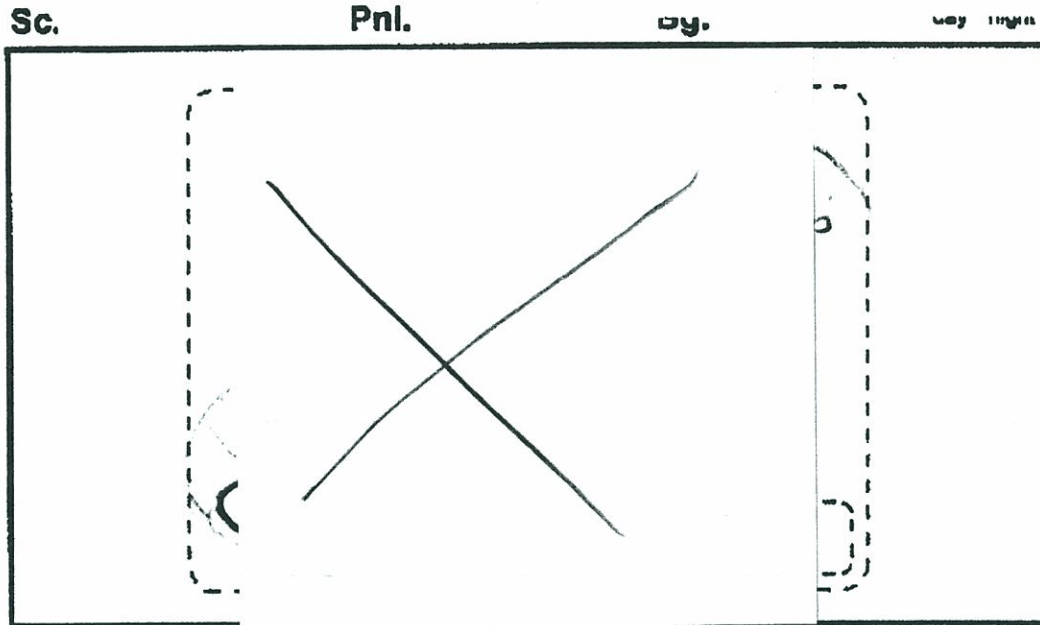
356

EPISODE 692010

Production



Page 194 A.



692010

EPISODE

Dialog:

Action:

Timing:

• MM! That's ok... only if you
guys promise to stay healthy and not
rough-house ...
after you rotate me.

357

358





Sc.

Pnl.

py.

very origin

Sc.

Pnl.

Bg.

day night



Dia

Act

Timing:

(Am)

That mountain can talk?

(J): yeah... just promise him anything... he's out of his gourd.



359

360

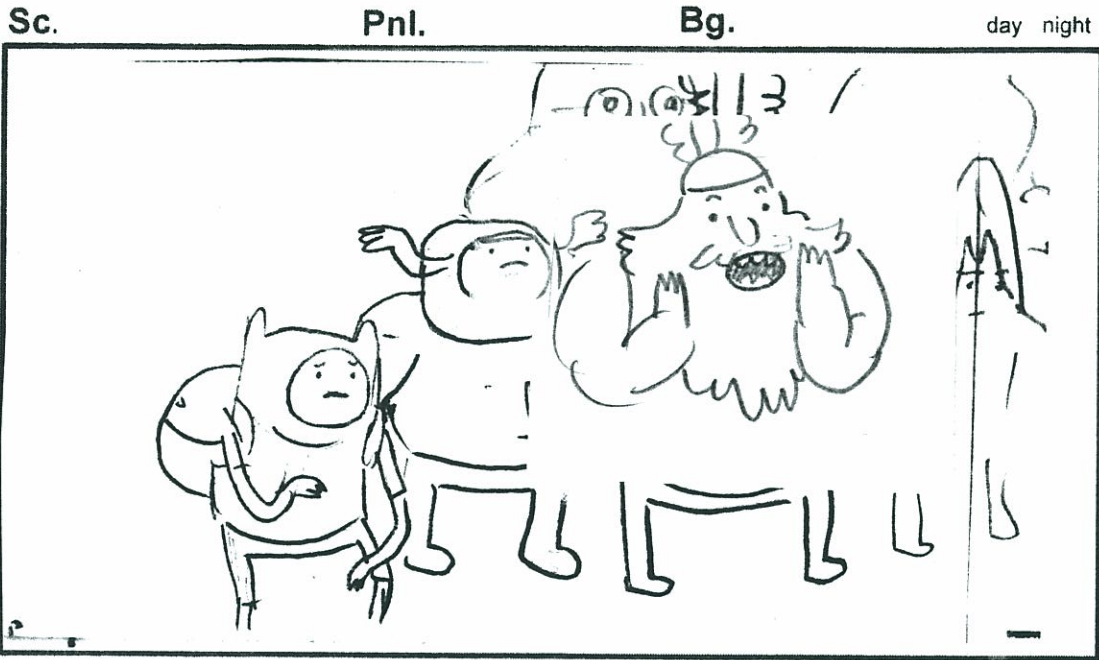
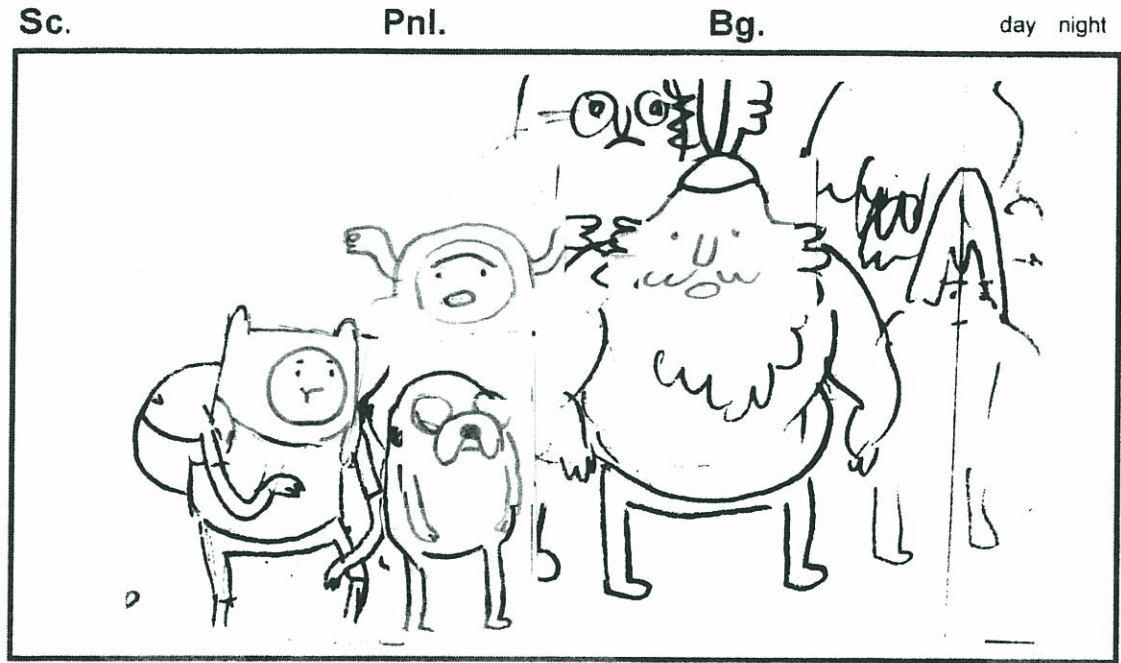
EPISODE # 692010

Production :

ADVENTURE TIME



Page 195A



Dialog:	HM: oh... ok..	HM: uh... yeah! we'll stay healthy. .. also I'm going to become Rich and handsome!
Action:		
Timing:		

361

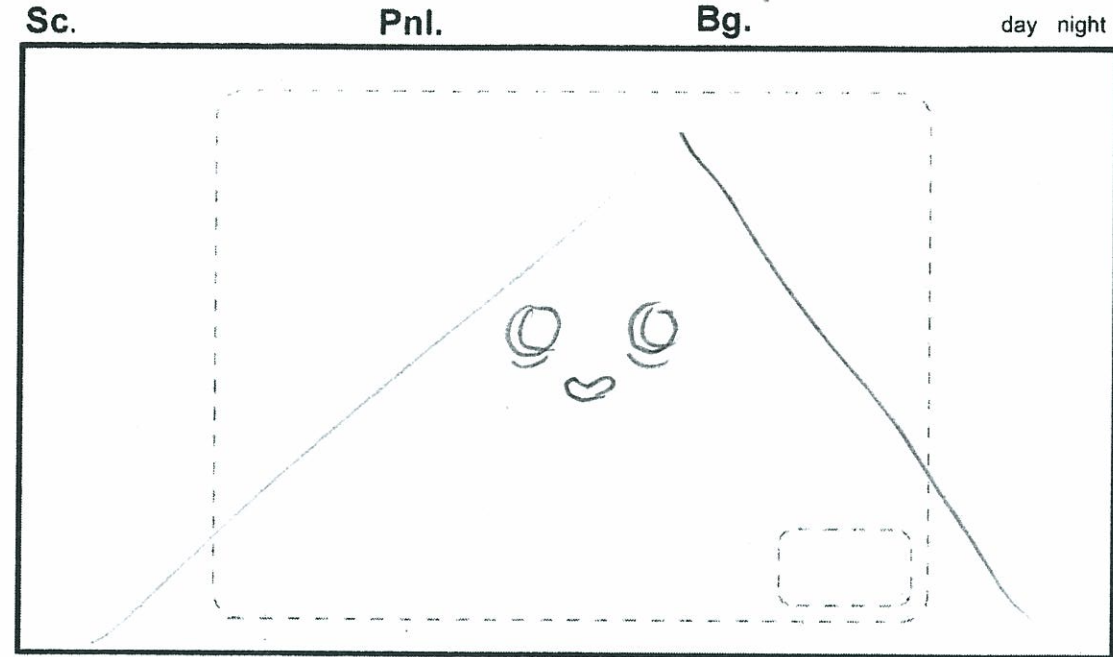
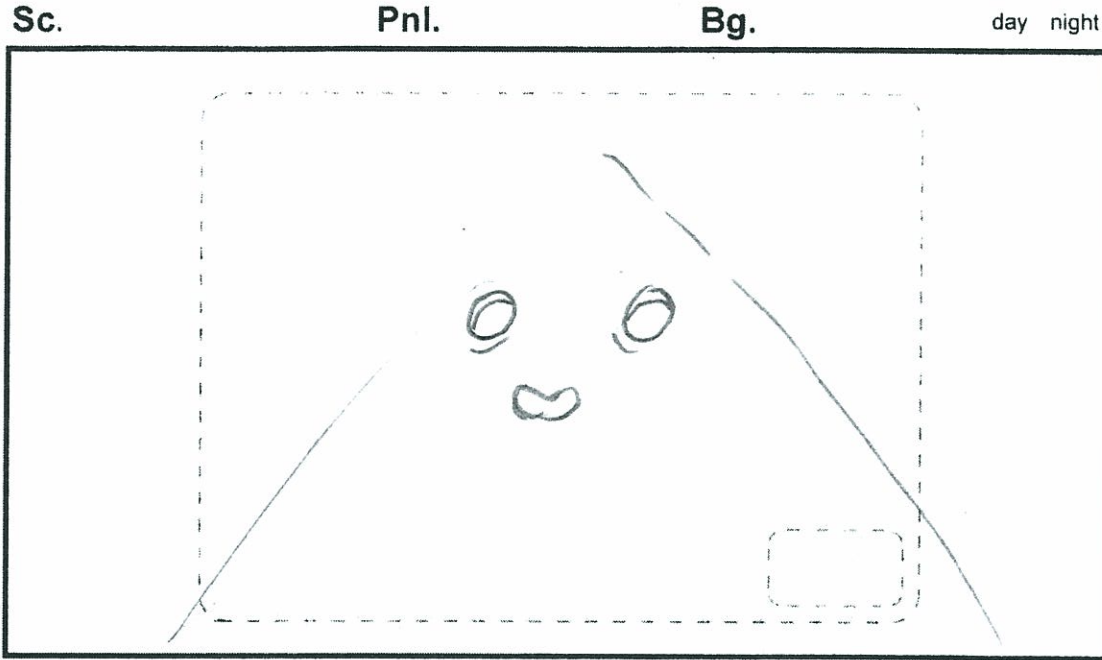
362

EPISODE # 692010
Production :

ADVENTURE TIME



Page 195B



Dialog:

M: oh thank goodness!

M: alright kids,
spin me the MATH around!
let's do this!

Action:

Timing:

363

364

EPISODE # 692010

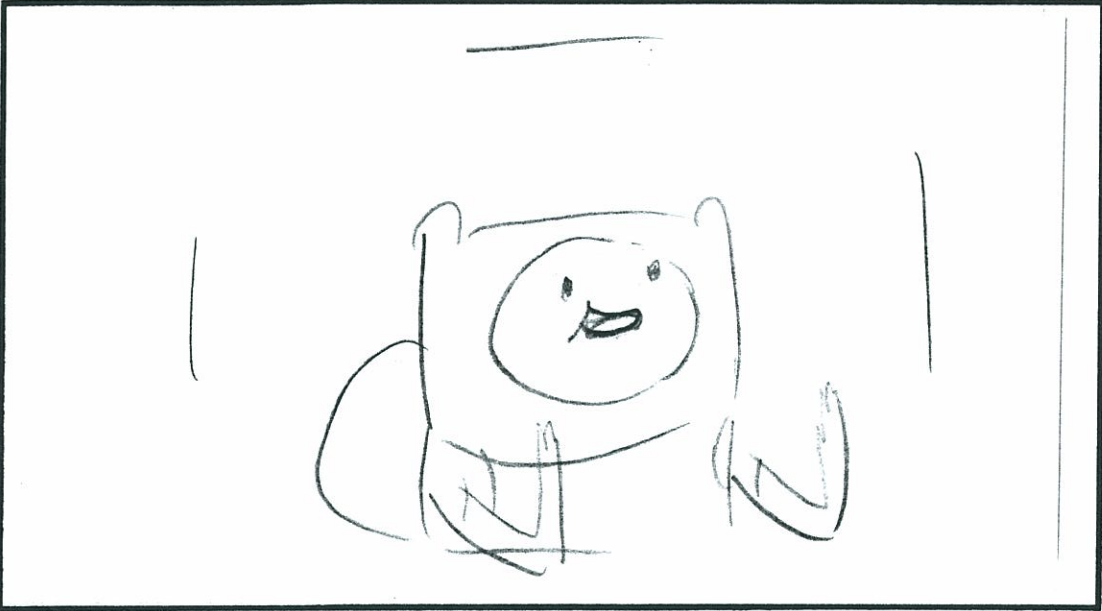
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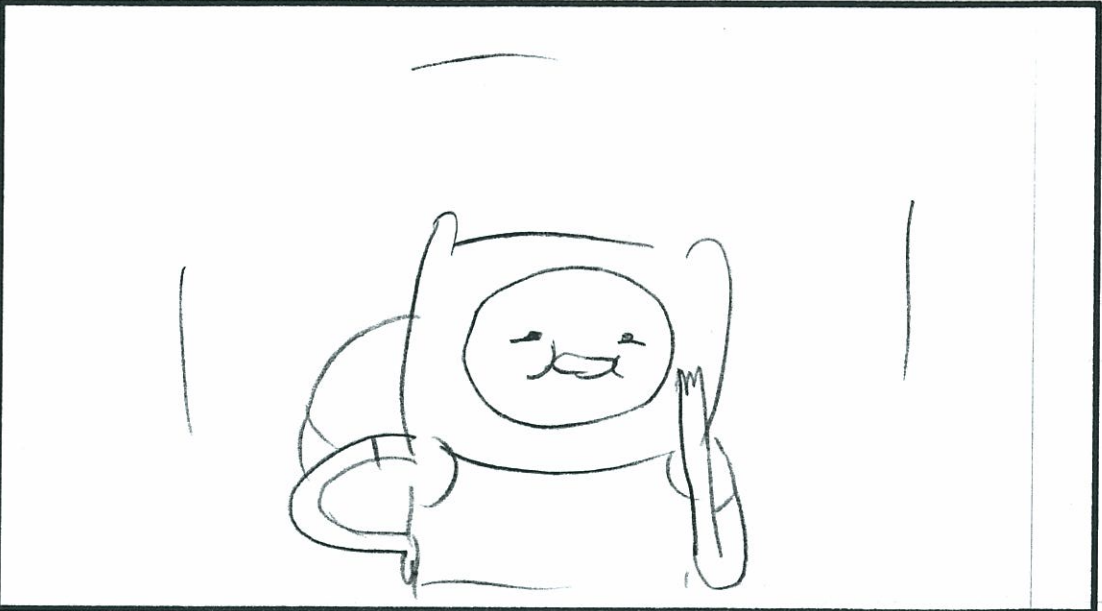
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) whoa, Really?

Action:

(F) DANG:
Now I
just need to
set up some
sort of
PULLY
system...

Timing:

365

366

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	other mountain (O.S.) Nooo!!!
Action:	
Timing:	

367 368

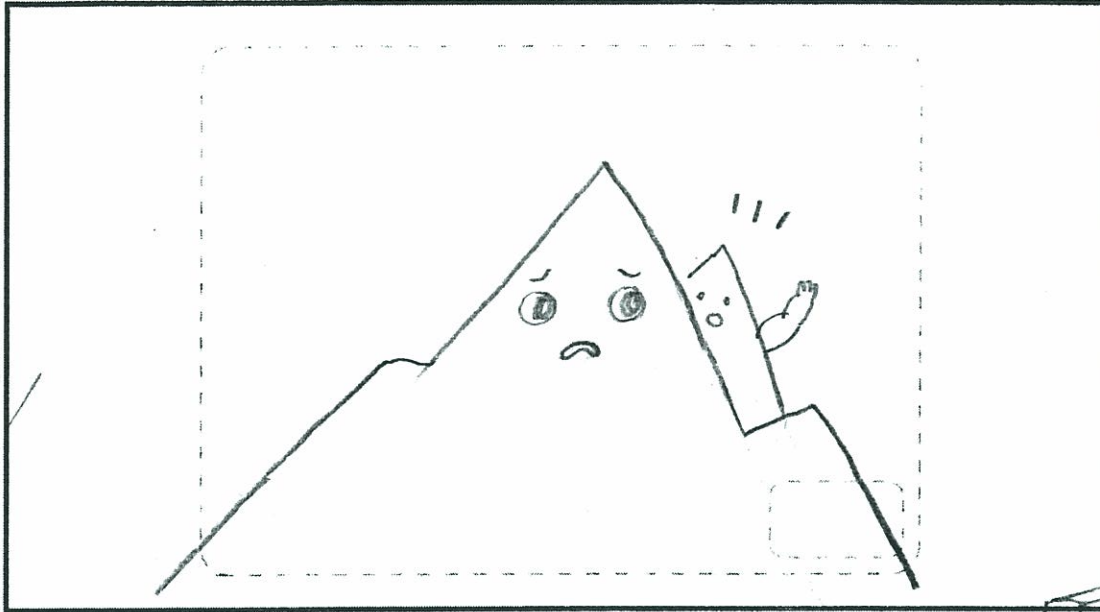
EPISODE # 692010
Production :

ADVENTURE TIME

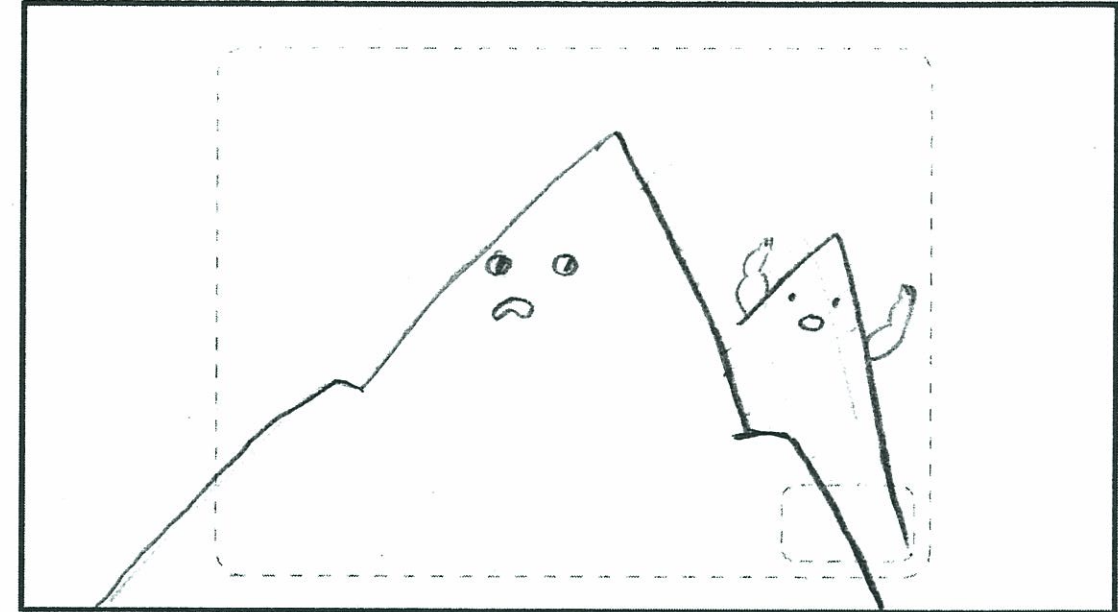


Page 198

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

other mountain! "over HERE!"

A. other mountain!

CAMERA



"Don't turn him around! If you do then I'll miss looking at his

Action:

beautiful back!

It's gorgeous!

You have no idea how

Timing:

nice it looks!

B. mountain: huh what? really?

369

370

EPISODE # 692010

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (F) Aww. Whagst? eh... beh...

Action:

Timing: (F) BREATH OUT

371 372

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: A. Mushrooms: (o.s.) Excuse me! B. (F) huh?

Action:

Timing:

373 374

EPISODE # 692010 Production :



201

Sc. 162 Pnl. A

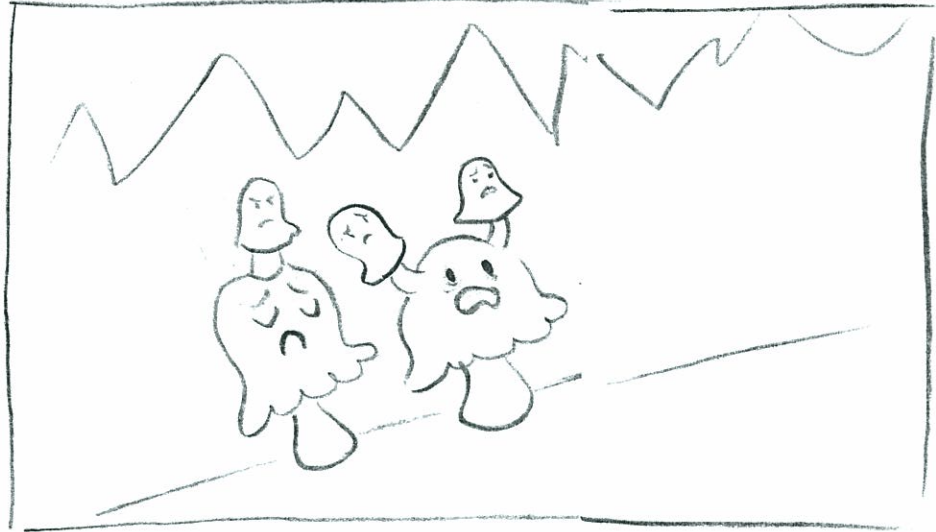


MushRoom (01): We need your help!

375



Sc. Pnl. B Ra. Page



MUshRooms:

There's no music playing, and we desperately want to dance!

376

EPISODE 692010

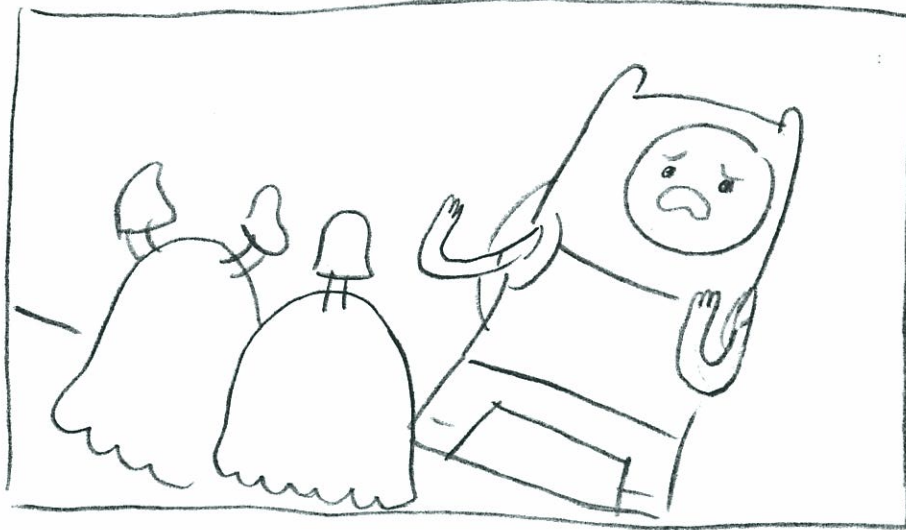
Production

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202

Page



(F) oh, uh, hold on just a
second guys... I'll...
help you out in a
minute.

377



COAL GUY (O.S.): HEY!

378

EPISODE 692010

Production



SC.

162

Pnl.

E

Bg.

Page

203

day night



EPISODE # 692010

COAL MAN: Pipe down
over there!

379

380

Production :



Sc.

162

F

way in

Sc.

163

Pnl.

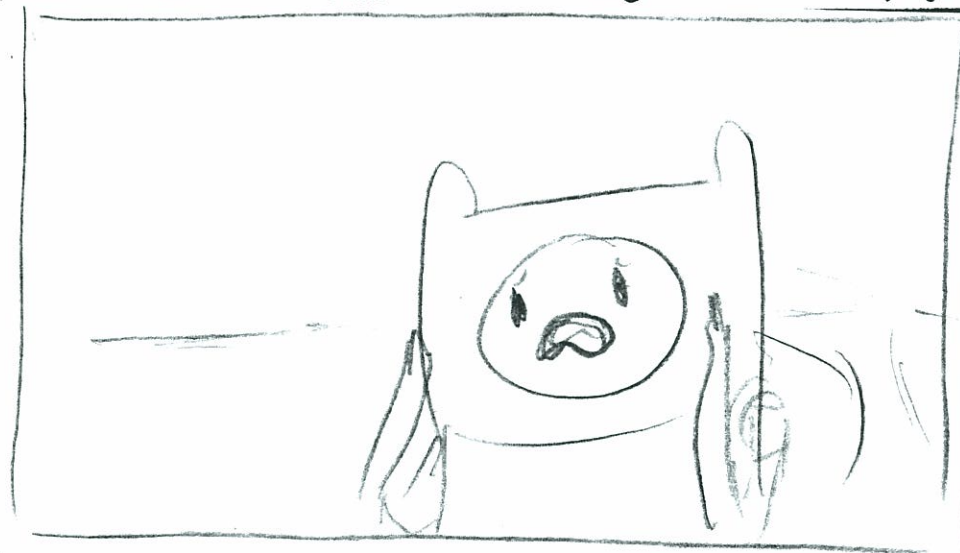
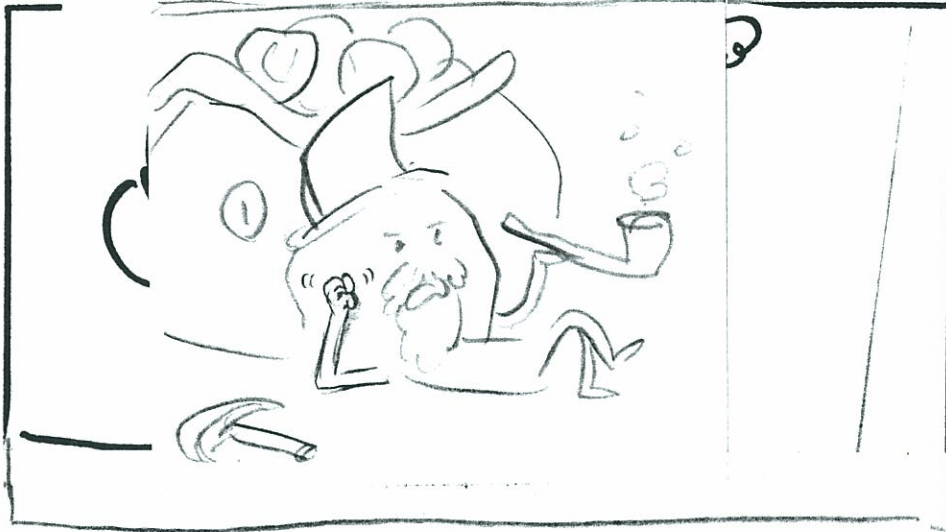
A

Bg.

Page

204

day night



COAL GUY: ① I WANT SOME
peace & ② Quiet!

① Uhh...

381



382

EPISODE
692010

Production

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ADVENTURE TIME



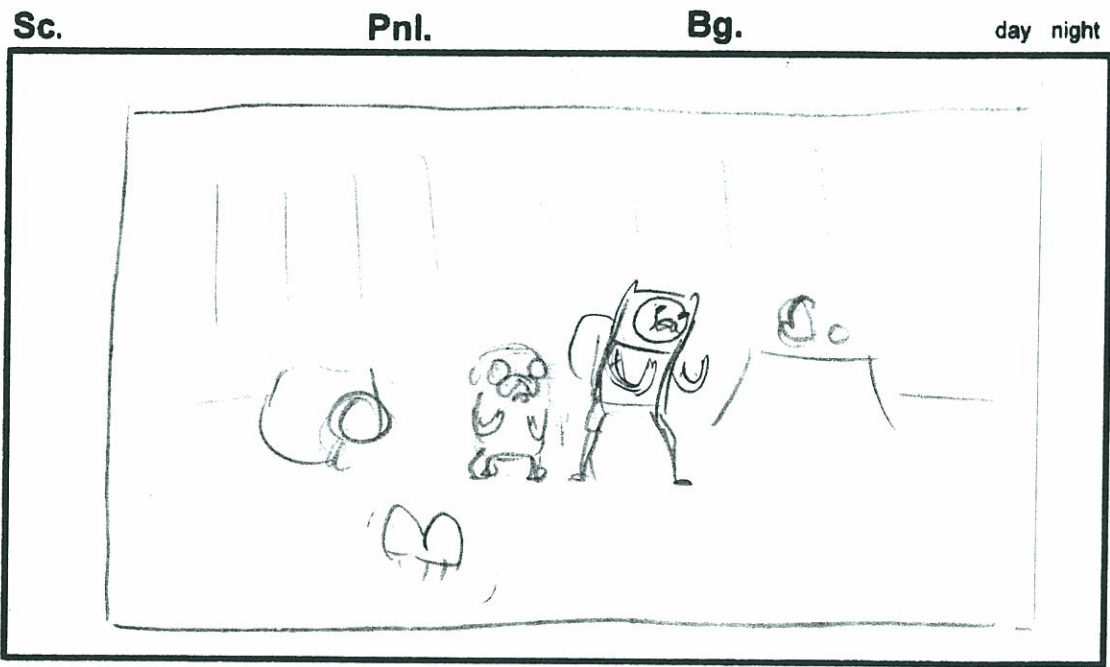
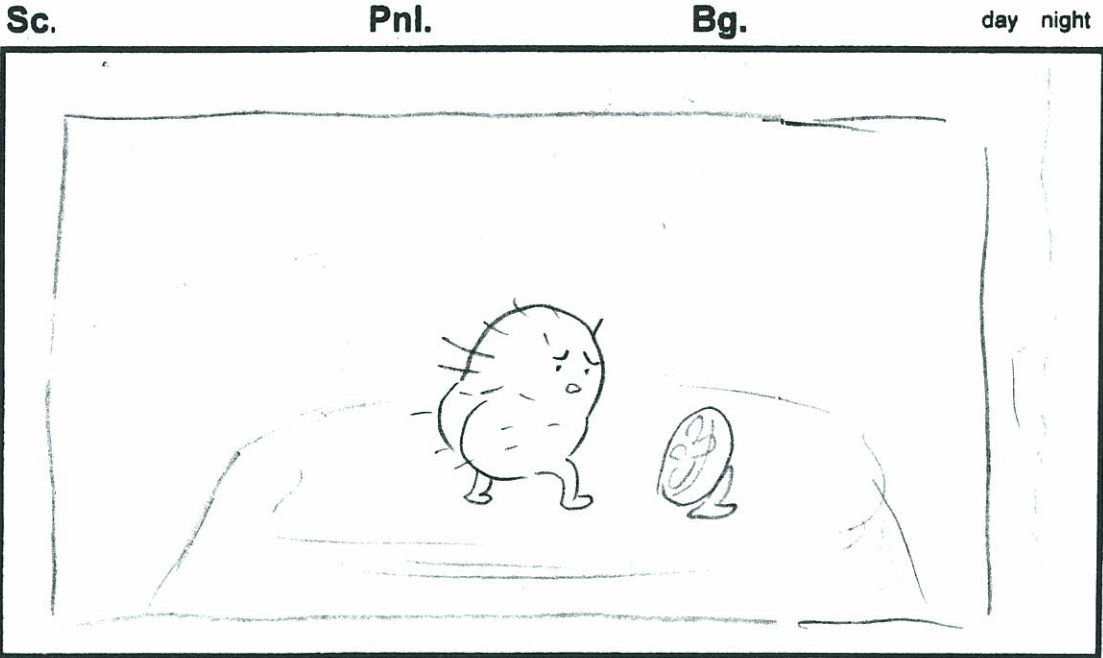
Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	F. Let me JUST...	A. HAIR GUY: And I need to be pollinated!	B. F. huh!?
Action:			
Timing:			
	383	384	

EPISODE # 692010
Production :

ADVENTURE TIME



Dialog:

hair Guy: Pollinated all over to
make my Babies!

Action:

Timing:

(F)
EVERYBODY
Please....!

385

386

EPISODE # 692010

Production :



163

Sc.

Pnl.

B

Bg.

day night



692010

(F) one problem
at a time!

Dragon (o.s.)
Graah~!

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Timing:

Production :

387

388

ADVENTURE TIME



Sc. 164 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:
D: My Butt's itchy, but
I can't scratch it!

Action:

Timing:

389 390

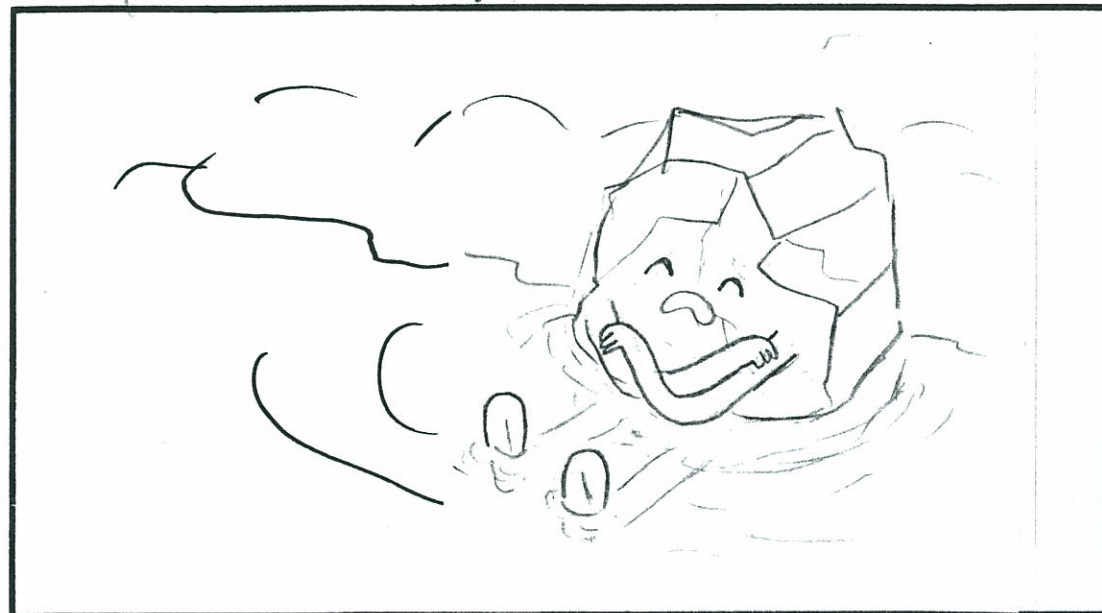
EPISODE # 692010
Production :

ADVENTURE TIME

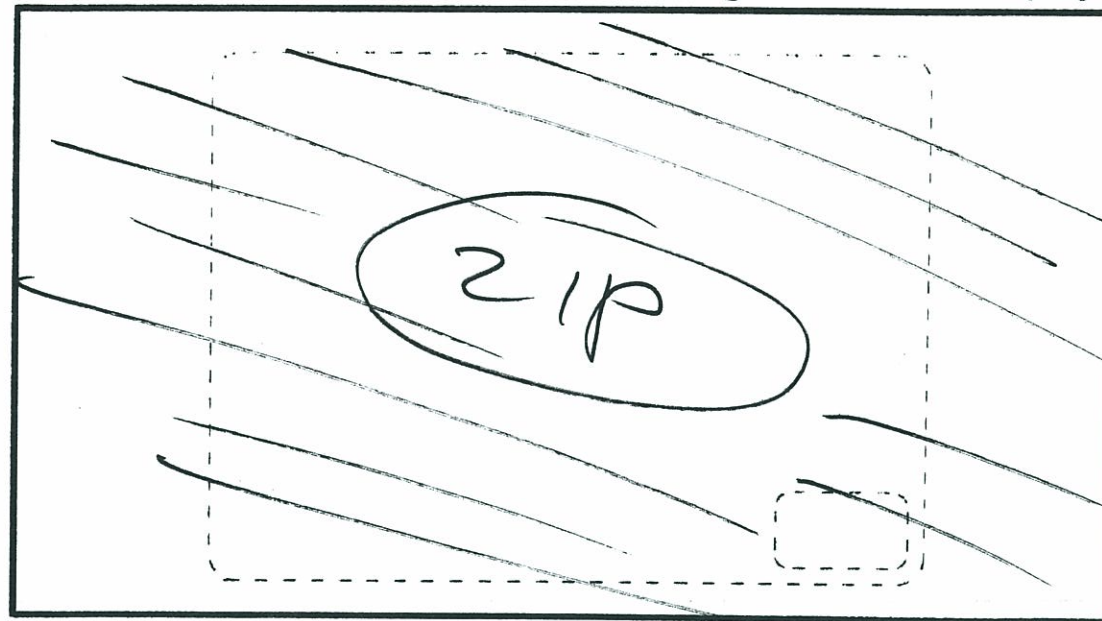


Page 207

Sc. 165 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Ice Man: This water's too cold, and it's all my fault!!

Action:

Timing:

391

392

692010

EPISODE #

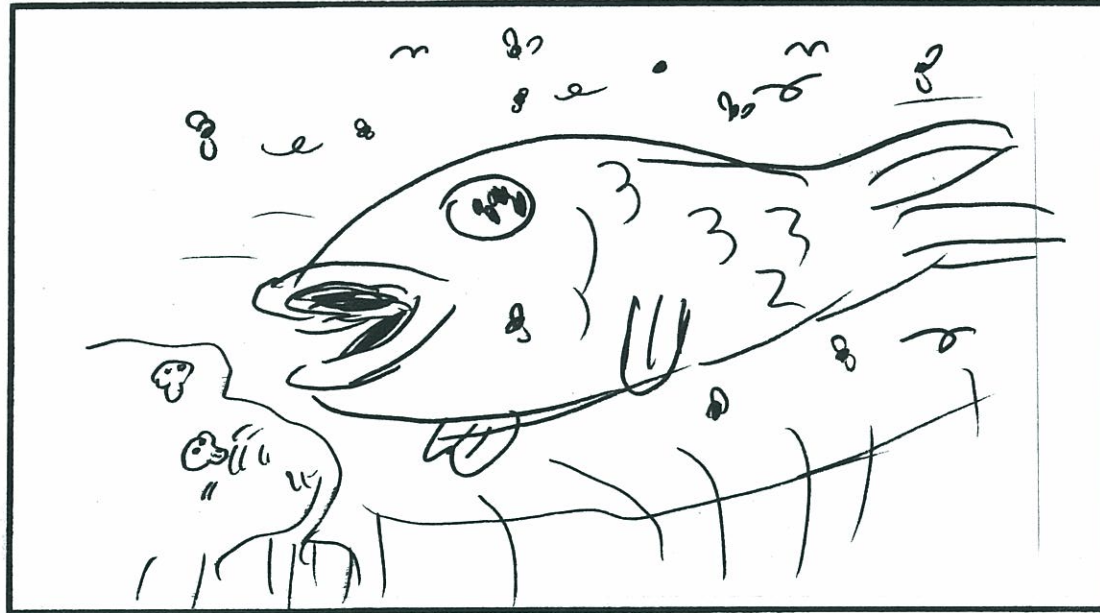
Production :

ADVENTURE TIME

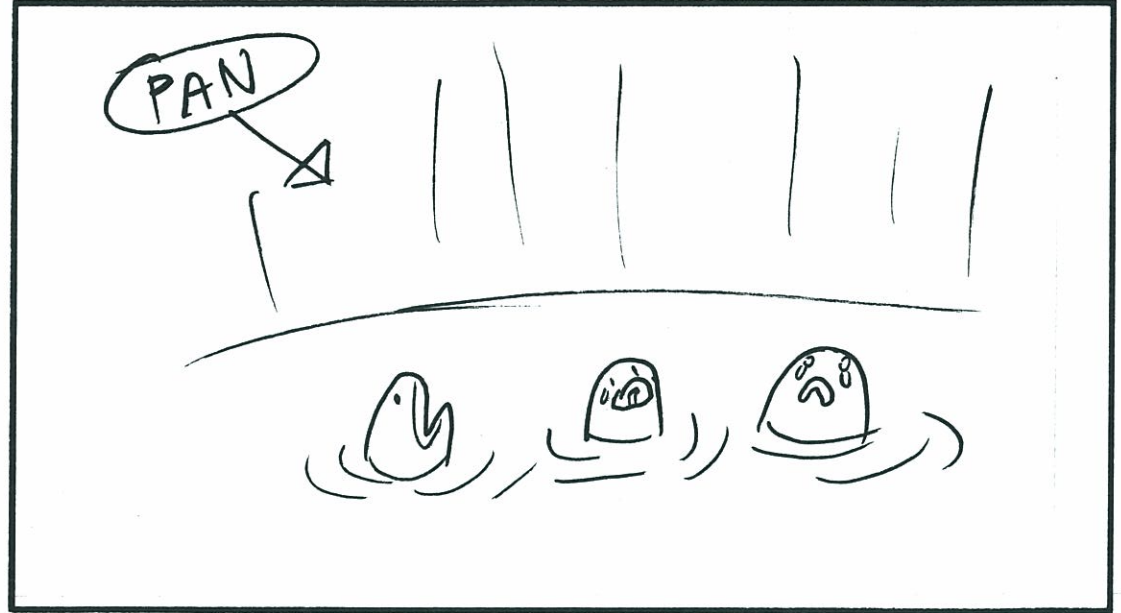


Page 208

Sc. 166 Pnl. A Bg. day night



Sc. 166 Pnl. B Bg. day night



Dialog:

Baby fish: Mommy Mommy
(flies buzzing)

fish: Keep the flies
away from our
Mama!

Action:

Timing:

393

394

692010

EPISODE #

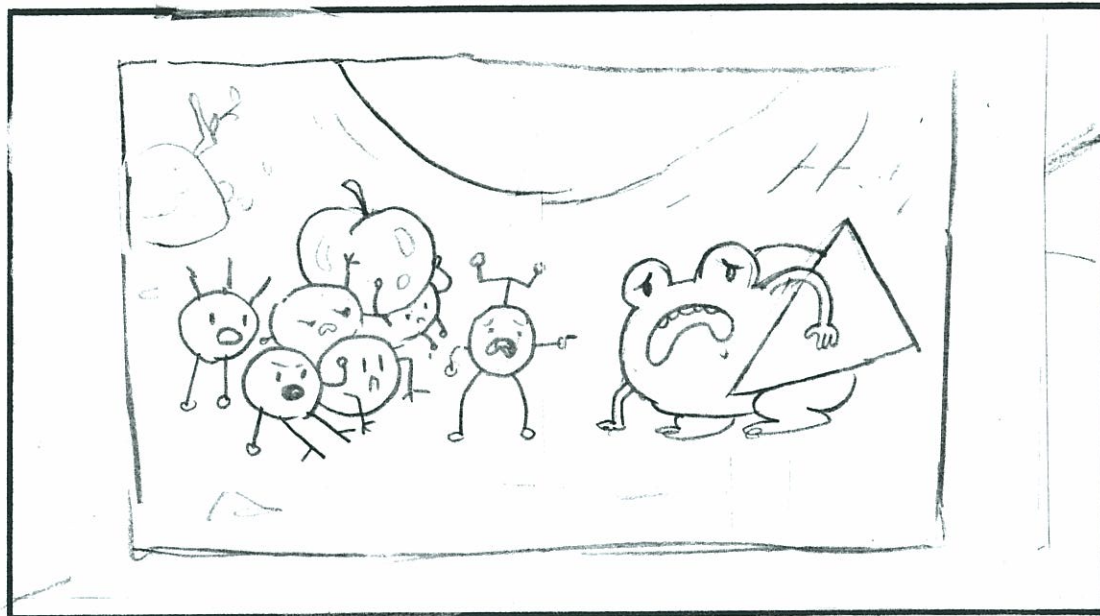
Production :

ADVENTURE TIME

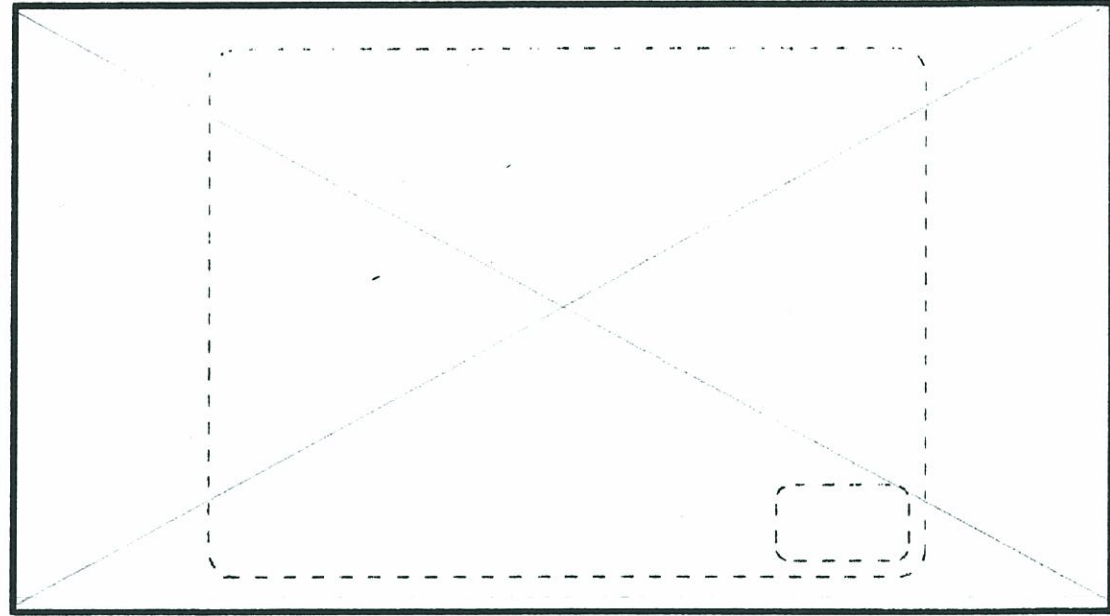


Page 209

Sc. 38 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

A. ELECTROIDS:
THAT GUY STOLE
OUR
TRIANGLE!

B. TOAD:
THEY SWIPED
MY PLUM!

Actio

Timing:

395

396

EPISODE # 692010

Production :



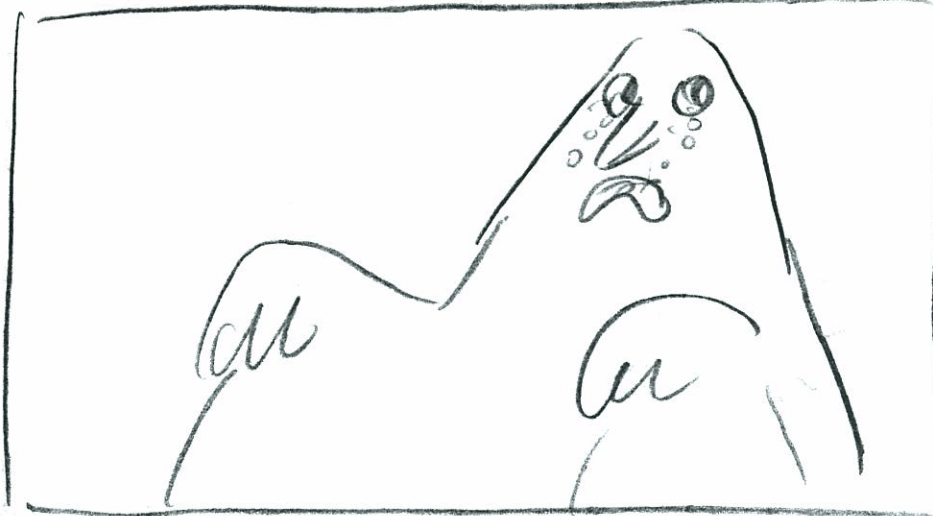
118

A

169

A

Page 210



M: Does this mean
I'll have to watch
move Rough housing?!
what's happening!!?

397



Maunderers: We wanna
Rough house, we
wanna
Rough house!

398

EPISODE #

692010

ADVENTURE TIME

170

A



Page 211

Sc.

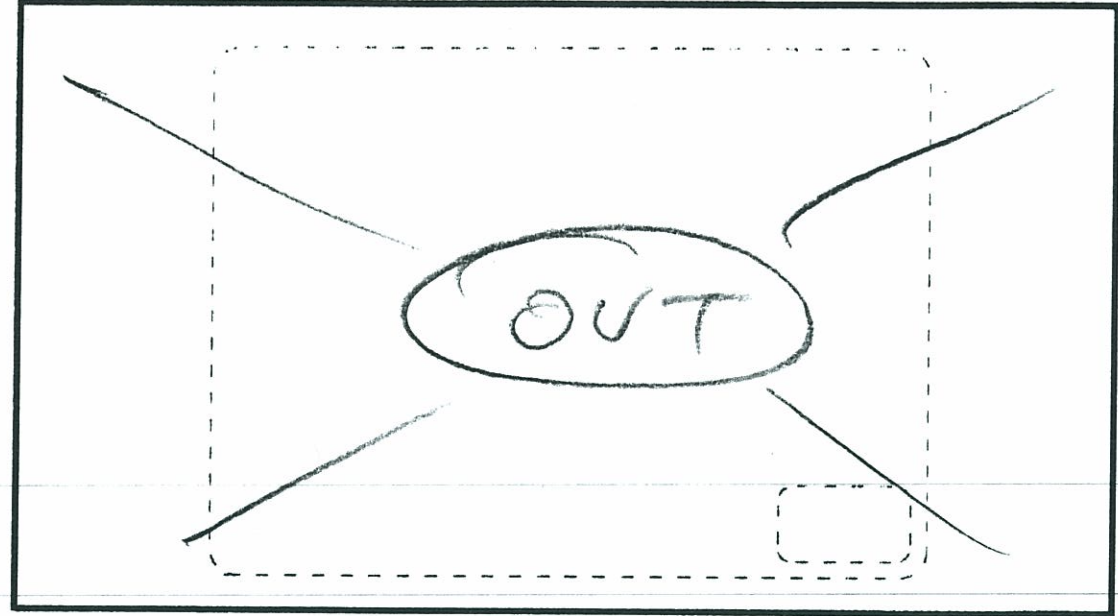


Sc.

Pnl.

Bg.

day night



I'M NAKIIIIIIII!

Action:

(wizard jumps out casting spells)

Timing:

399

400

EPISODE # 692010

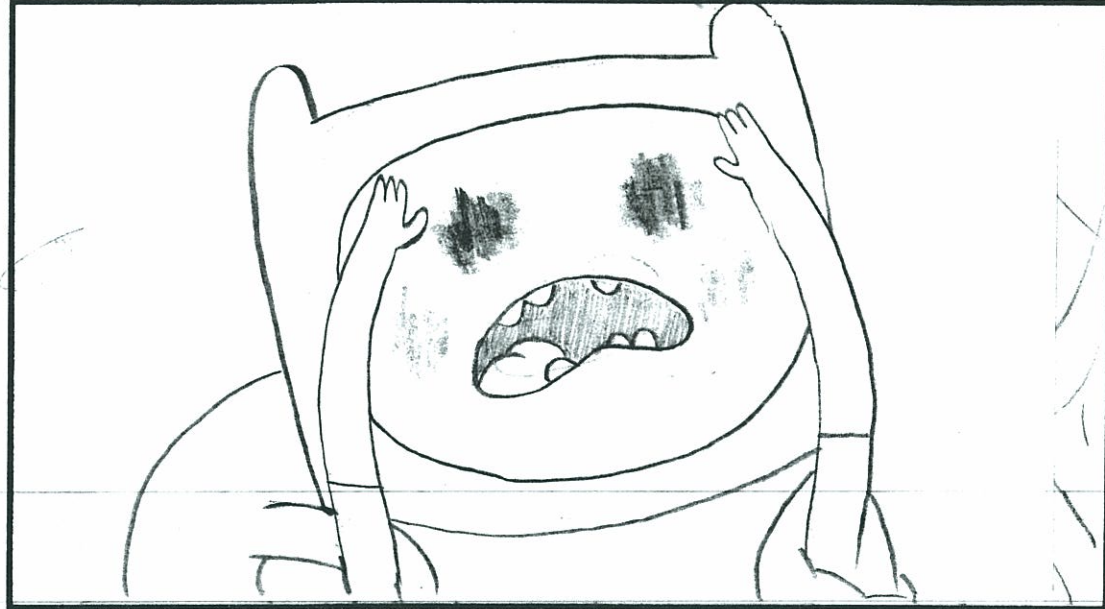
Production :

ADVENTURE TIME

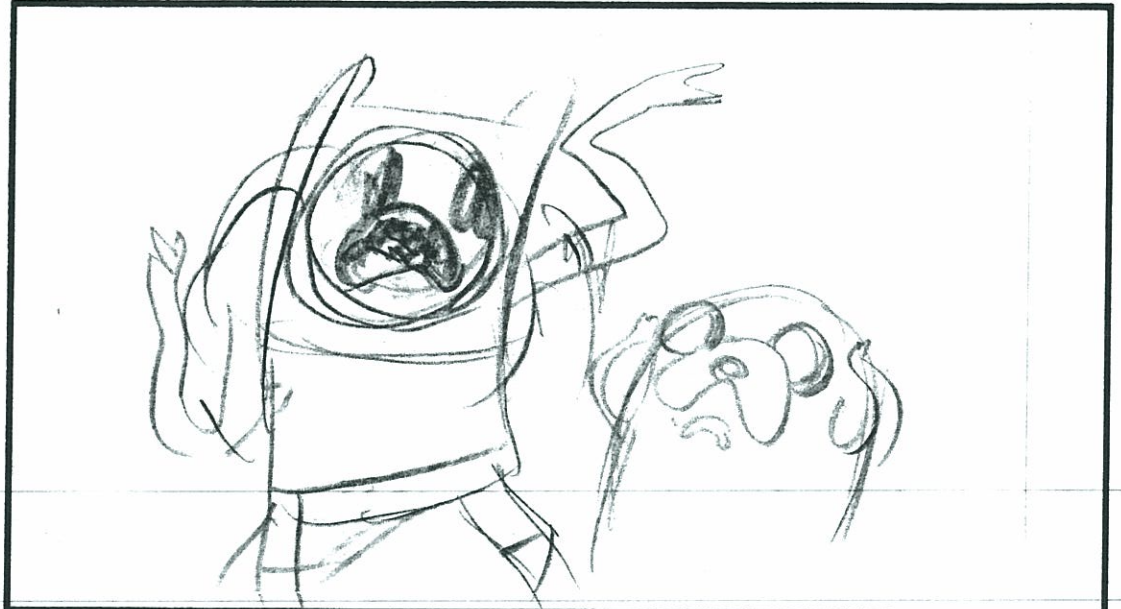


Page 212

Sc. 171 Pnl. A Bg. day night



Sc. 172 Pnl. B Bg. day night



692010

EPISODE #

Dialog:

(F) Ahhh!

Action:

(EVERYTHING INSIDE FACE HOLE SHAKES)

Timing:

401

(F) EVERYBODY
WANTS

402

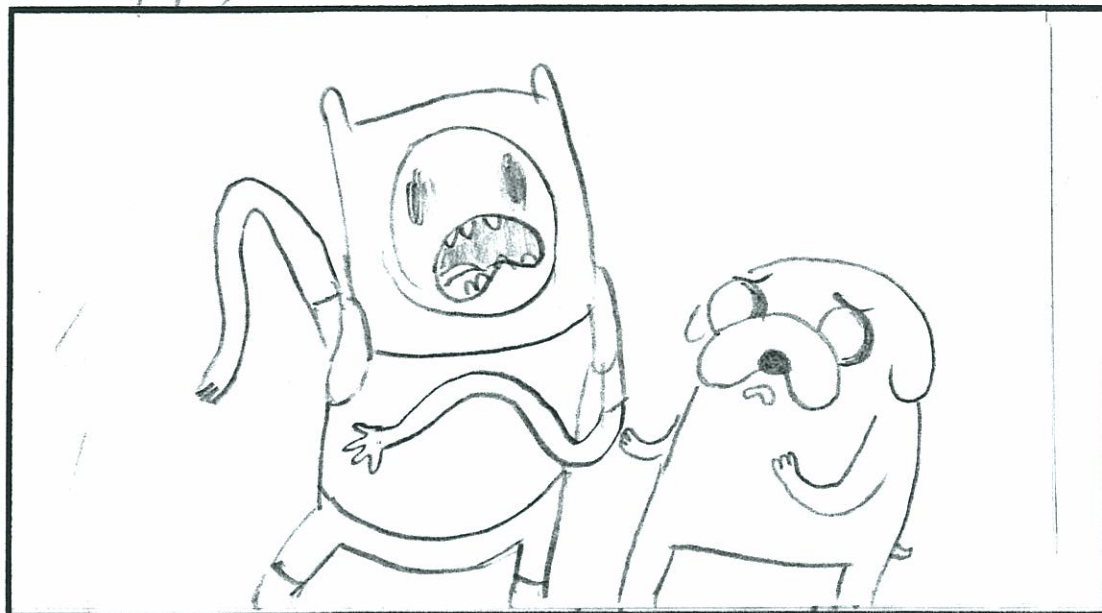
Production :



ADVENTURE TIME

Page 213

Sc. 173 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog

(F) DIFFERENT THINGS!!

Actic

Timir

403

(F) And some of them want stuff.

404

EPISODE # 692010

Production :

ADVENTURE TIME



Page 219

Sc. 173 Pnl. C Bg. day night



DI
A
T
(E) That's exactly the thing the others don't want!

405

Sc. Pnl. D Bg. day night



A. (F) What am I even doing here, Jake?
B. (J) whoa, dude. Hold on.

406

EPISODE # 692010

Production :

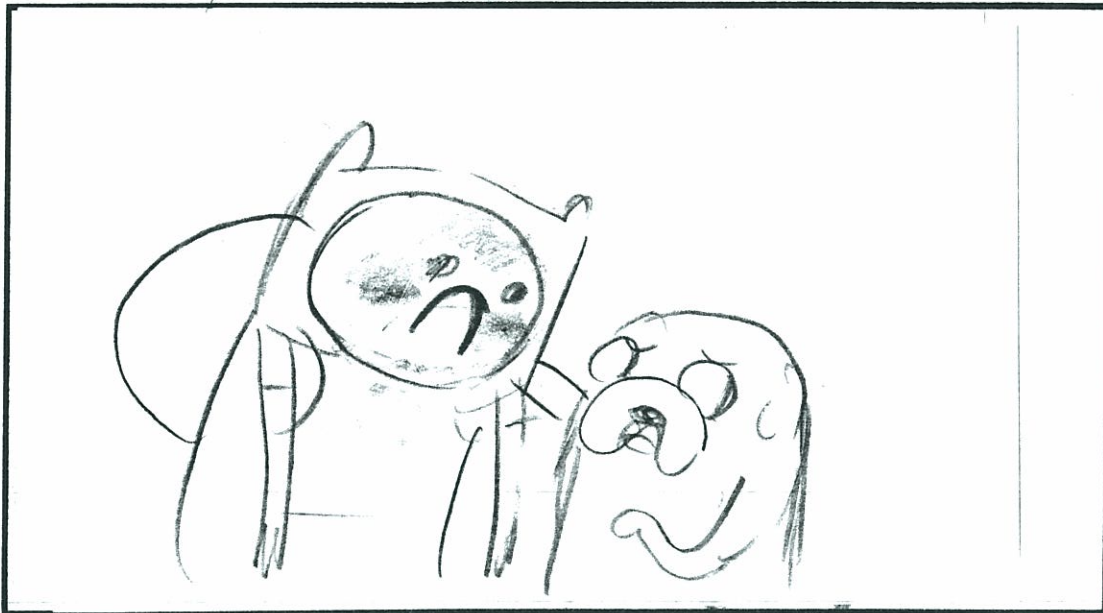
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ADVENTURE TIME



Page 215

Sc. 173 Pnl. E Bg. day night



Sc. 173 Pnl. F Bg. day night



692010

EPISODE #

DI: J so this GUY wants this
and that GUY wants that...
Ac BUT man... What do YOU
Tin want?

407

" what do you want?"

408

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	" what do you want " * Baby cries *
Action:	(Dissolve)
Timing:	

409

410

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

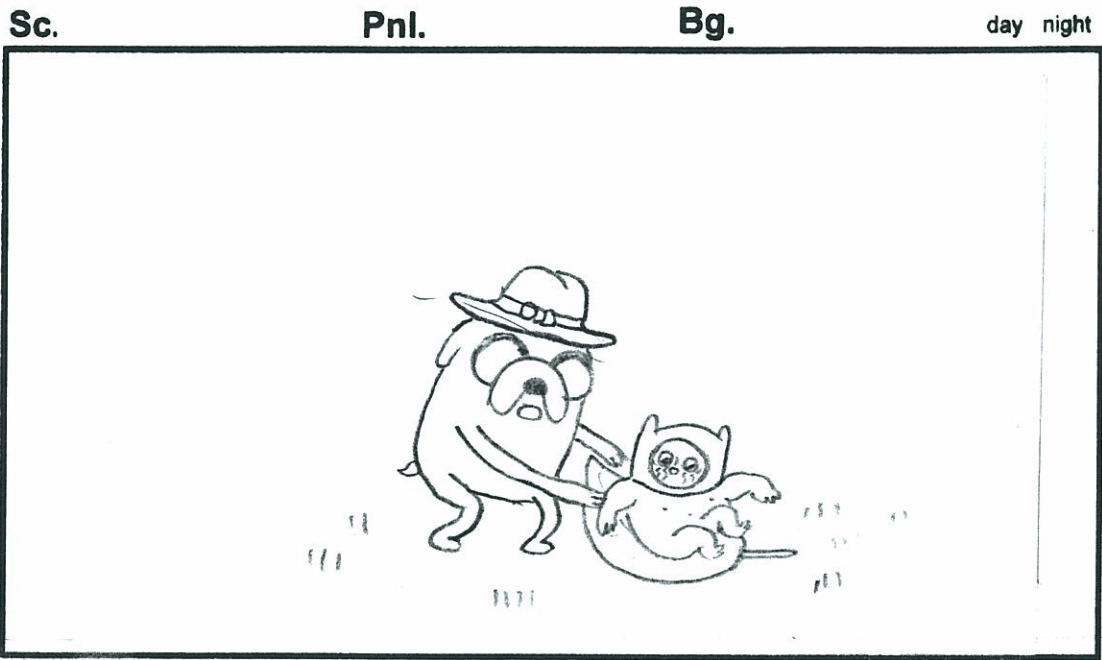
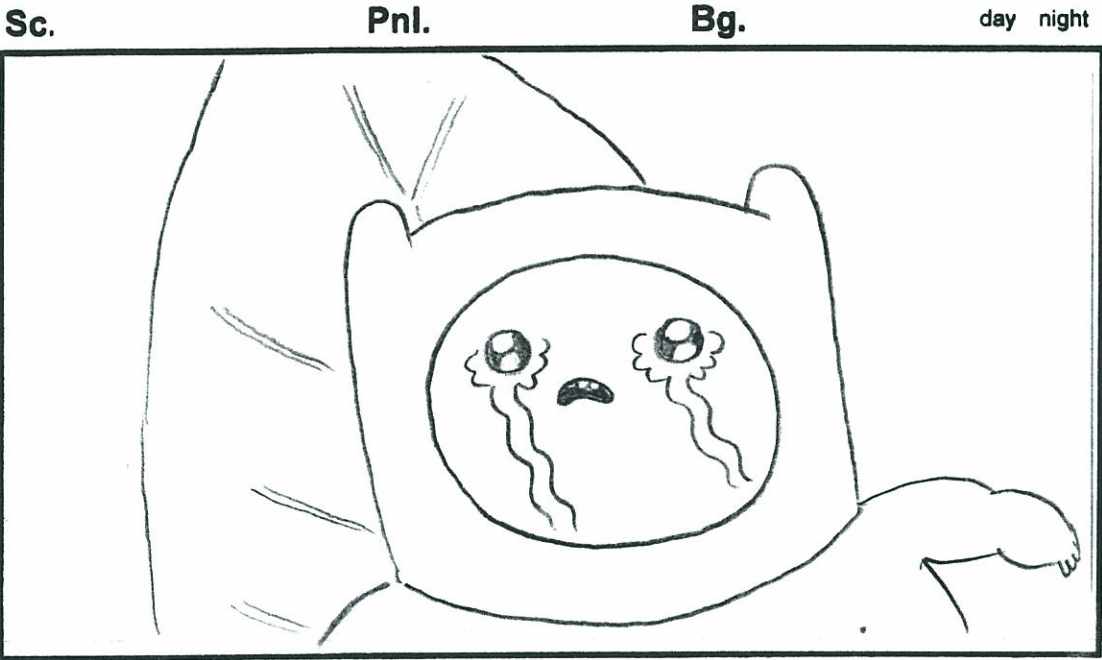
Dialog:	BABY FINN * crying *
Action:	
Timing:	

411

412

EPISODE # 692010
Production :

ADVENTURE TIME



Dialog:	JOSHUA: what do you want, Baby? why're you crying?
Action:	
Timing:	

413

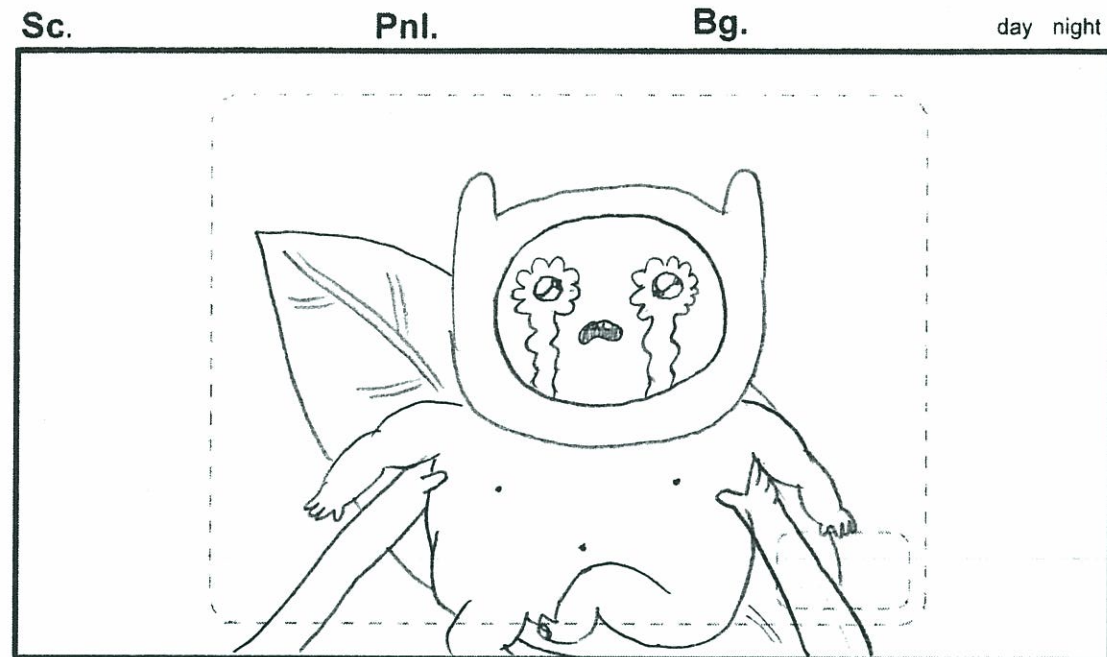
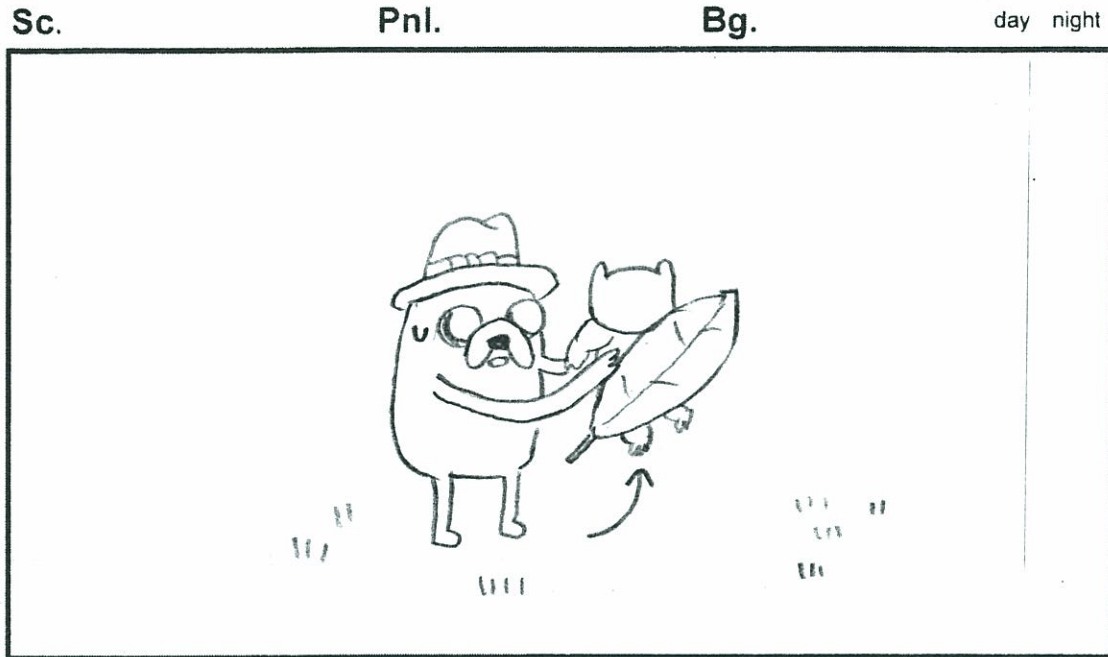
414

EPISODE # 692010
Production :

ADVENTURE TIME



Page 216C



Dialog:

① Talk to me.

BABY
FINN: "evhkh.."

Action:

Timing:

415

416

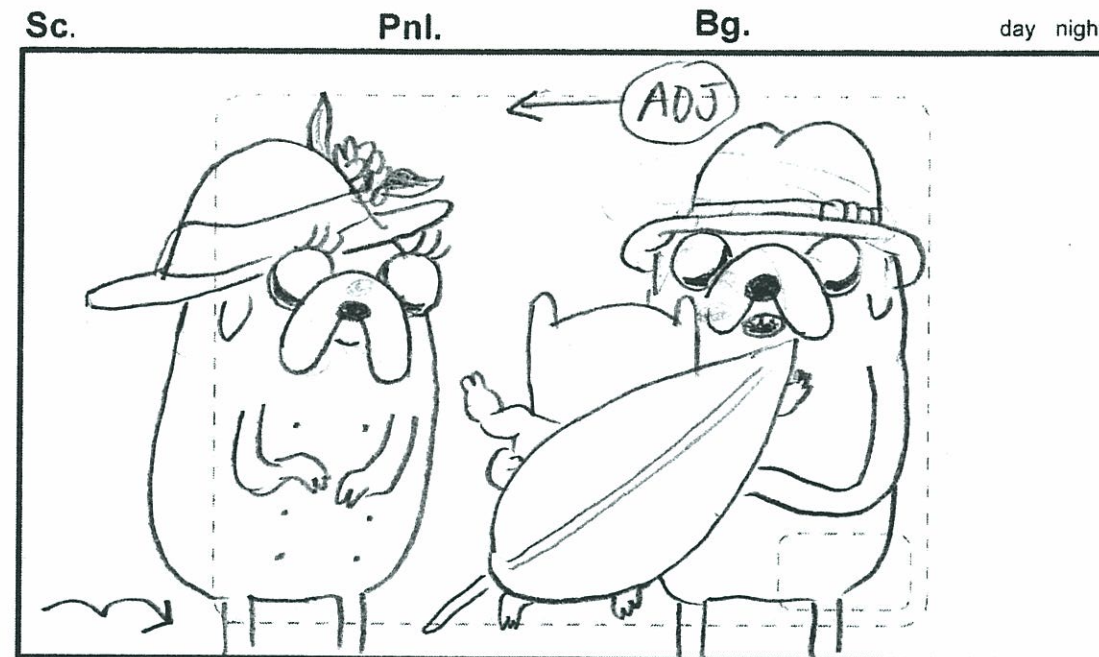
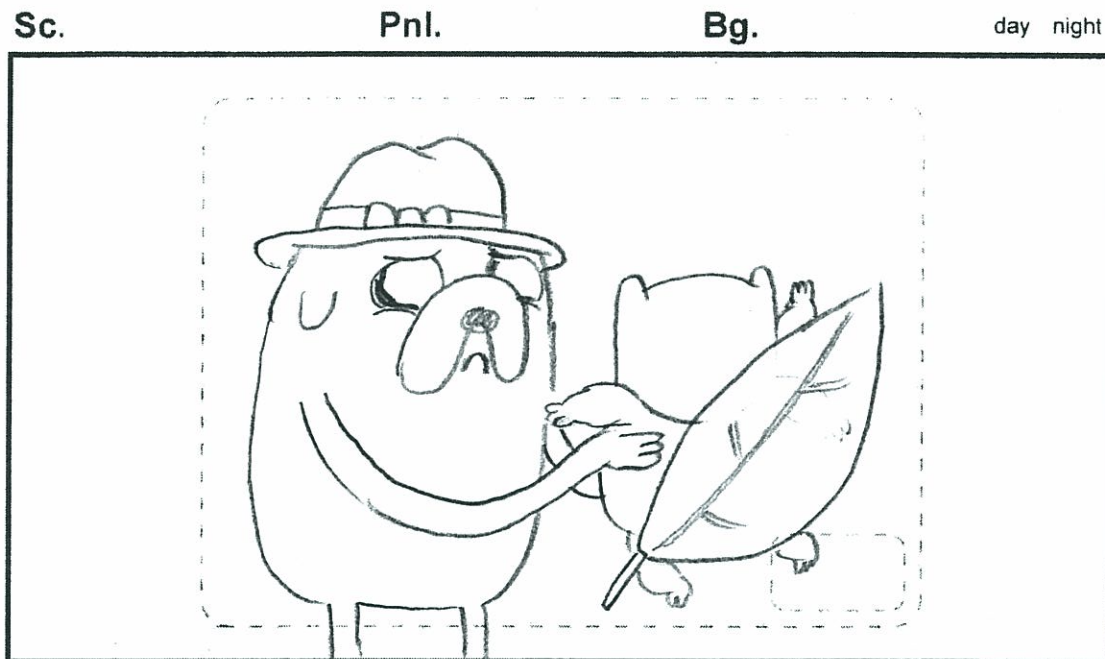
EPISODE # 692010

Production :

ADVENTURE TIME



Page 216D



Dialog:

⑤: Martha this baby won't tell me what's wrong with it, and it's stuck to a leaf, and it stinks.

Action:

Timing:

417

418

EPISODE # 692010

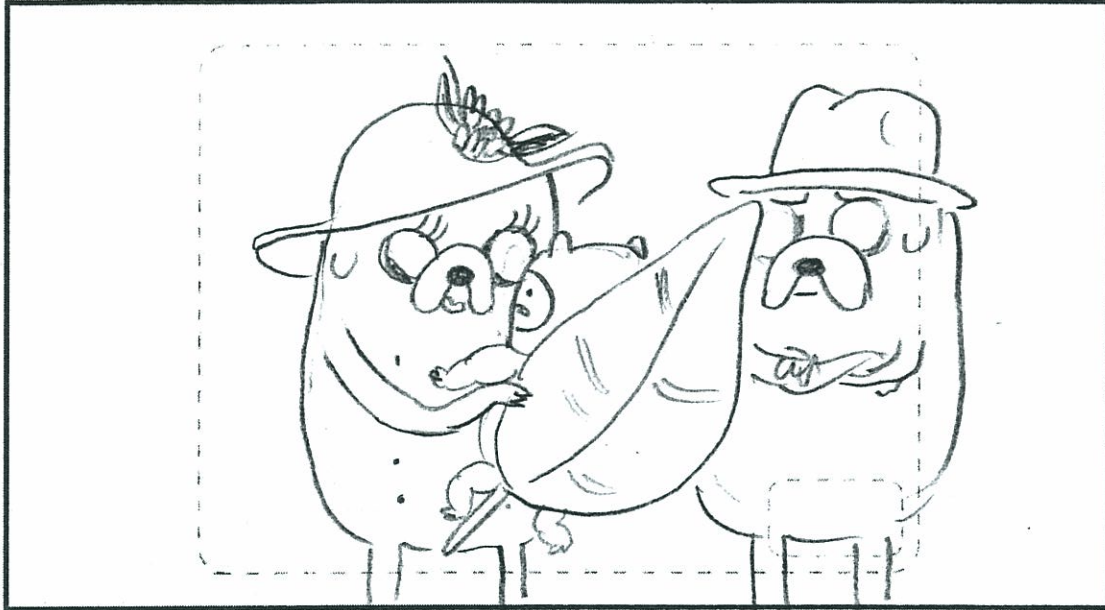
Production :

ADVENTURE TIME



Page 216E

Sc. Pnl. Bg. day night



Dialog:

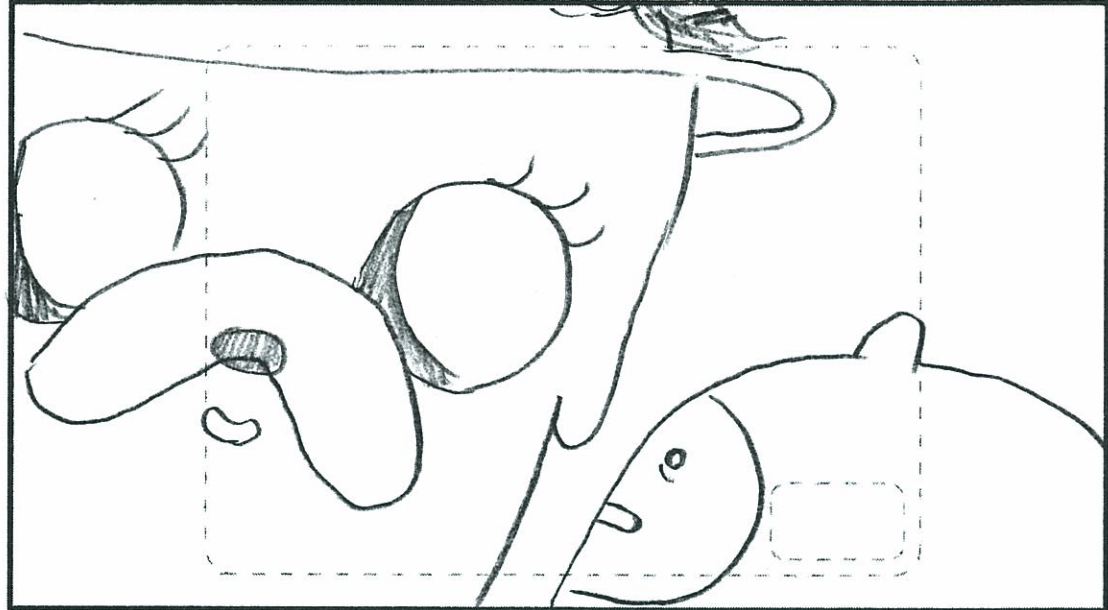
(M:) Give it here Joshua.

Action:

Timing:

419

Sc. Pnl. Bg. day night



(M:) This baby just needs a
some love and kisses
to be happy.

692010

EPISODE #

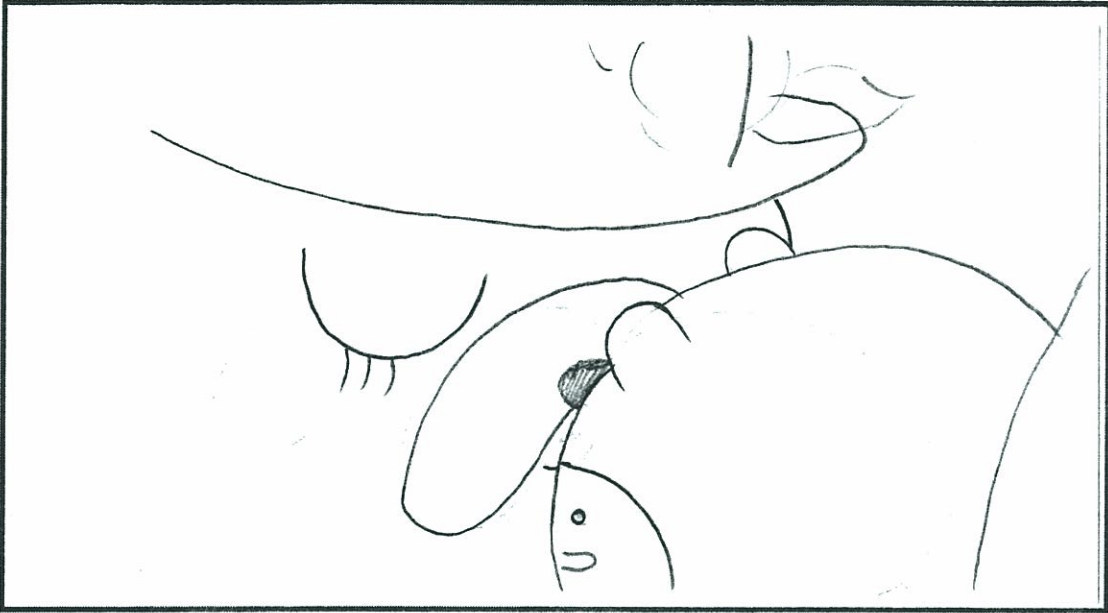
Production :

420

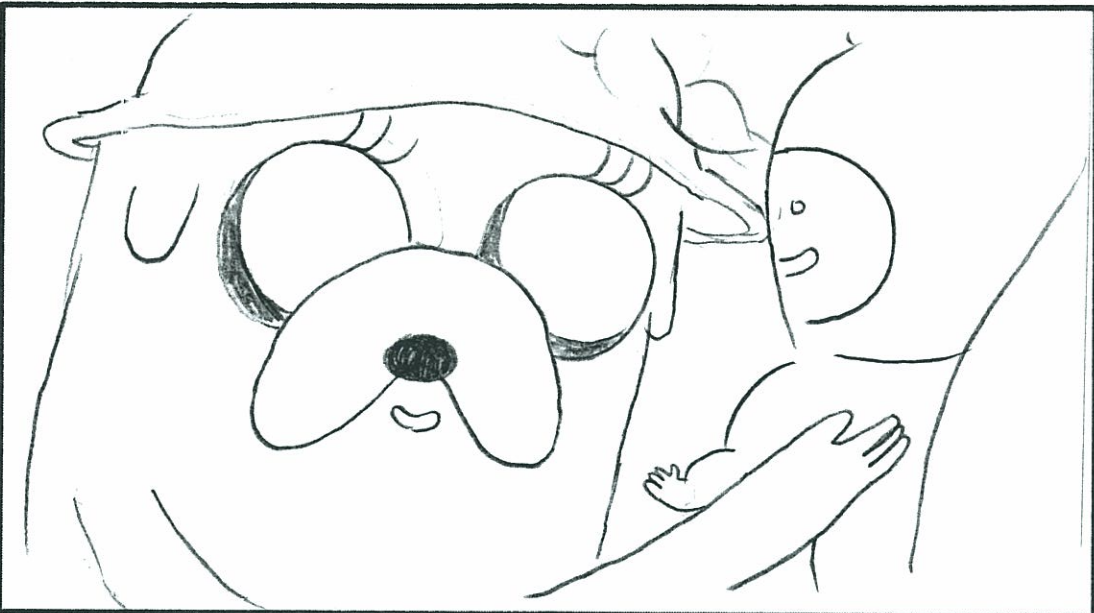
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
A. (M:) mmua! B. (BF:) * giggle (M:) there! see! now it's happy.
Action:
Timing:
421 422

692010

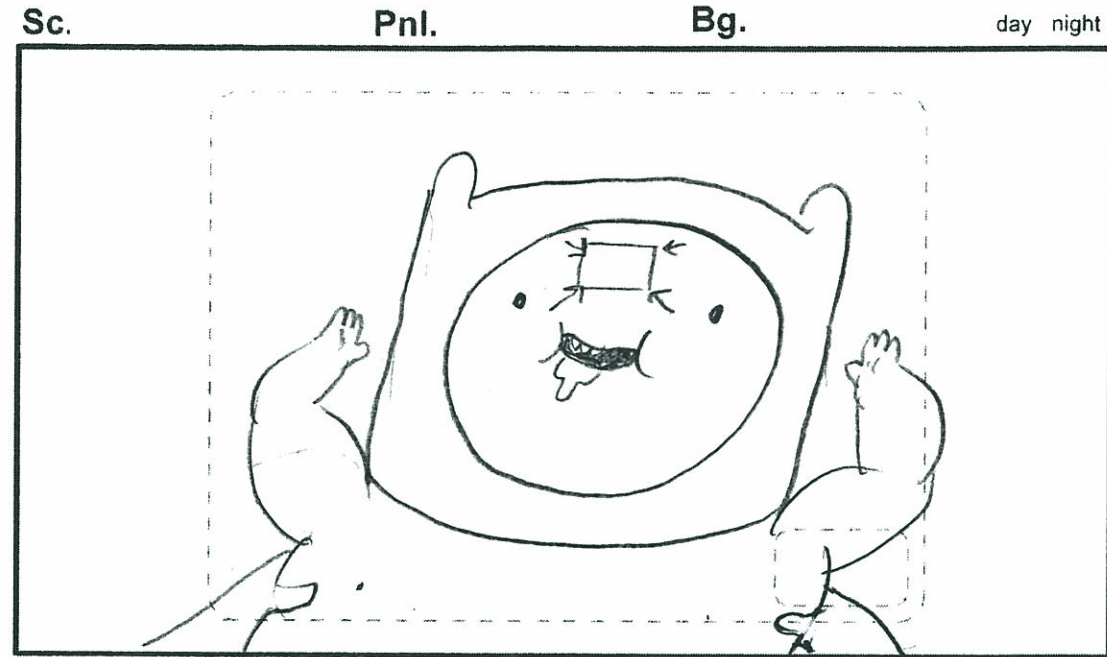
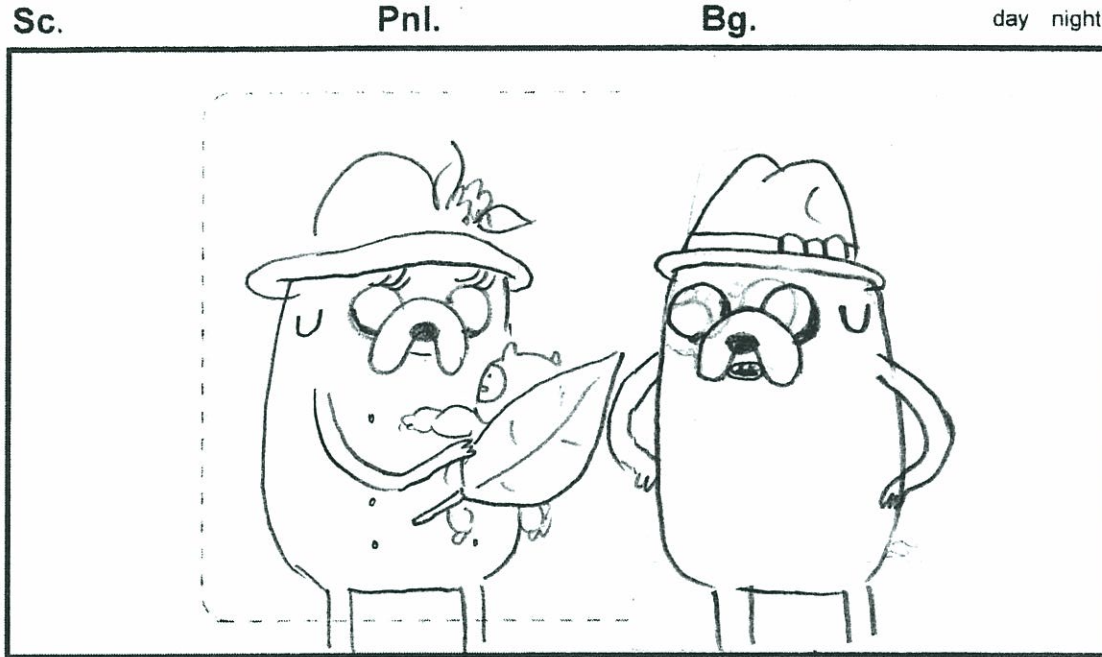
EPISODE #

Production :

ADVENTURE TIME



Page 216G



Dialog:

(J:) I see alright.
You just kissed a boom boom baby.

Action:

So don't expect any more suger
from me sweetheart until
we wash your dirty face!

Timing:

423

(BF:) * giggle! *

(truck into forehead & dissolve)

424

EPISODE # 692010

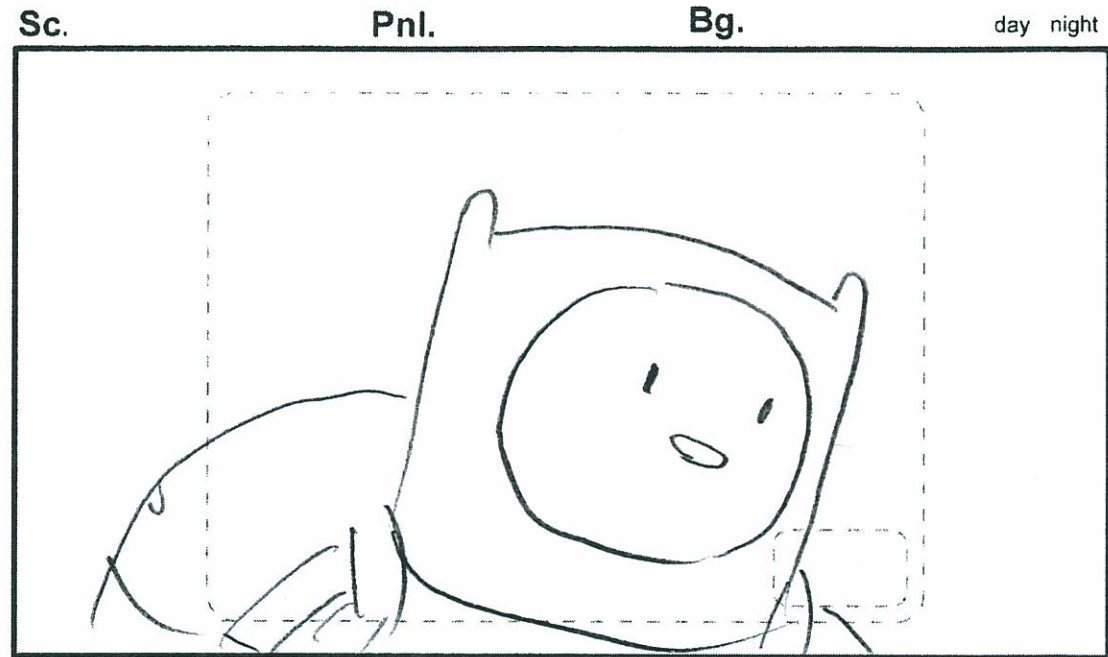
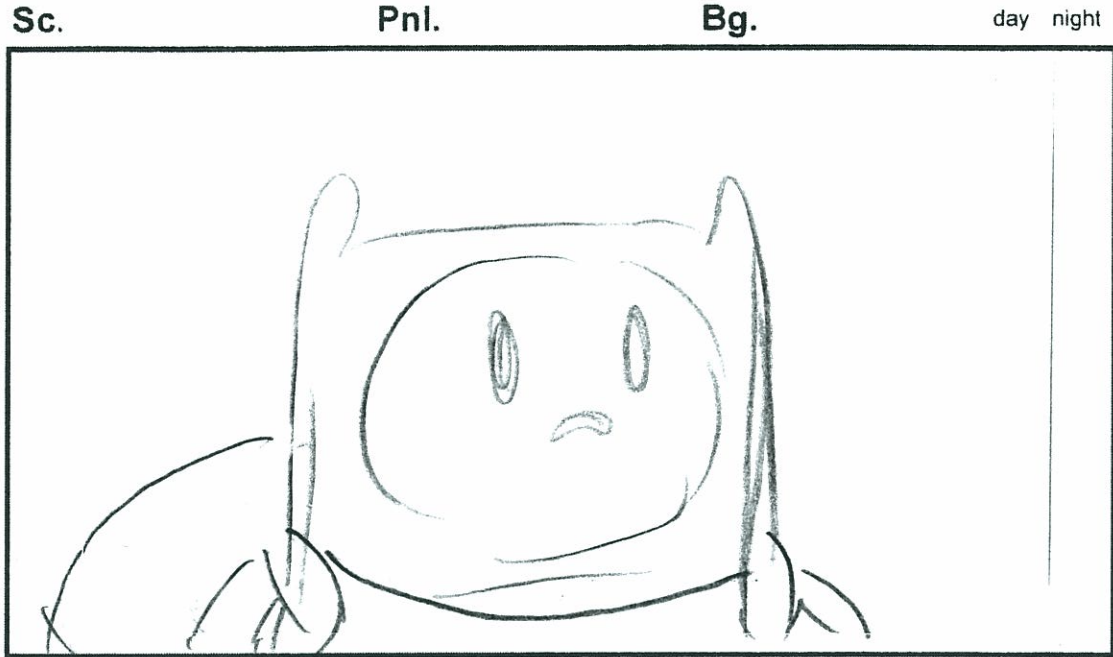
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ADVENTURE TIME



Page 216H



Dialog:

Ⓕ: "hu!"

Ⓕ: Jake, what I want
is to help anyone in need,
so everyone is happy.

Action:

Timing:

425

426

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

① well thats pretty
corny, man. and
dorky.

Action:

Timing:

427

428

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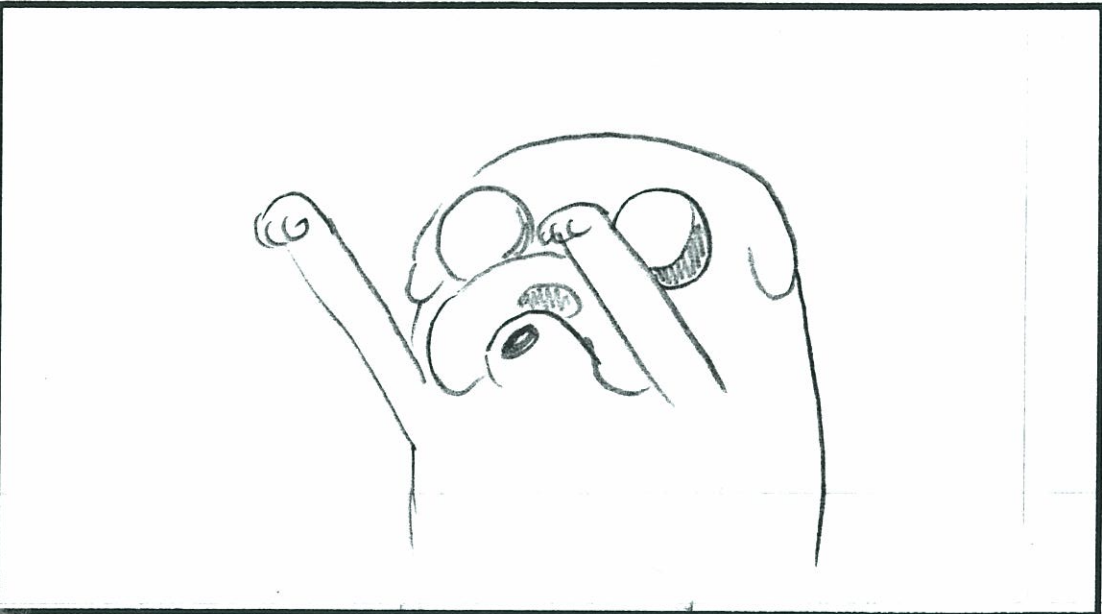
ADVENTURE TIME



Sc. 175 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog	⑤ But let's <u>DO IT Dude!</u>	⑤ Wooo!!!
Action		
Timing		

429

430

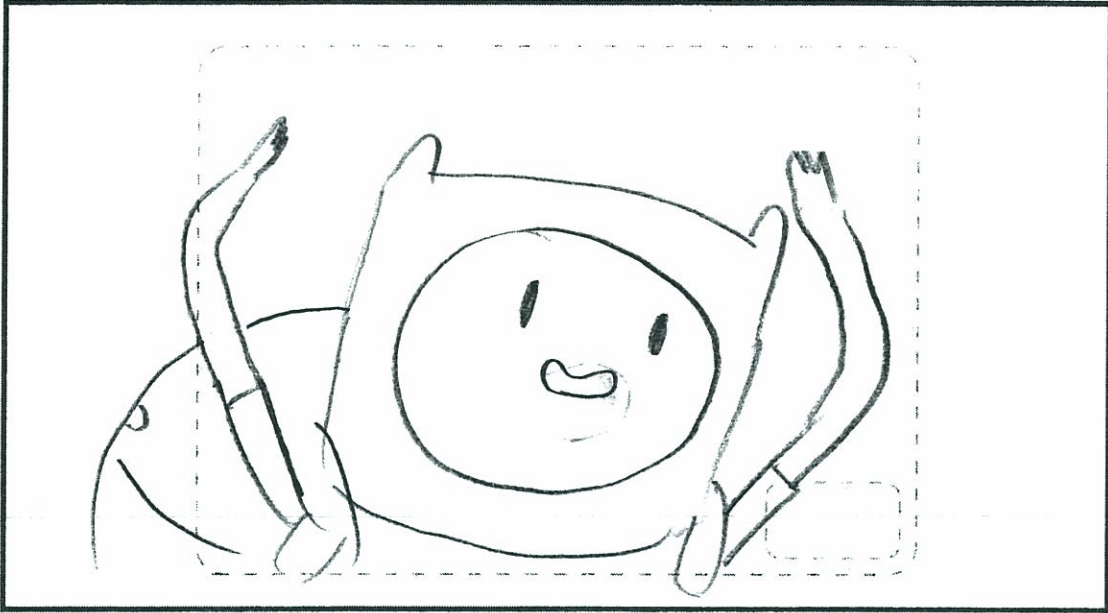
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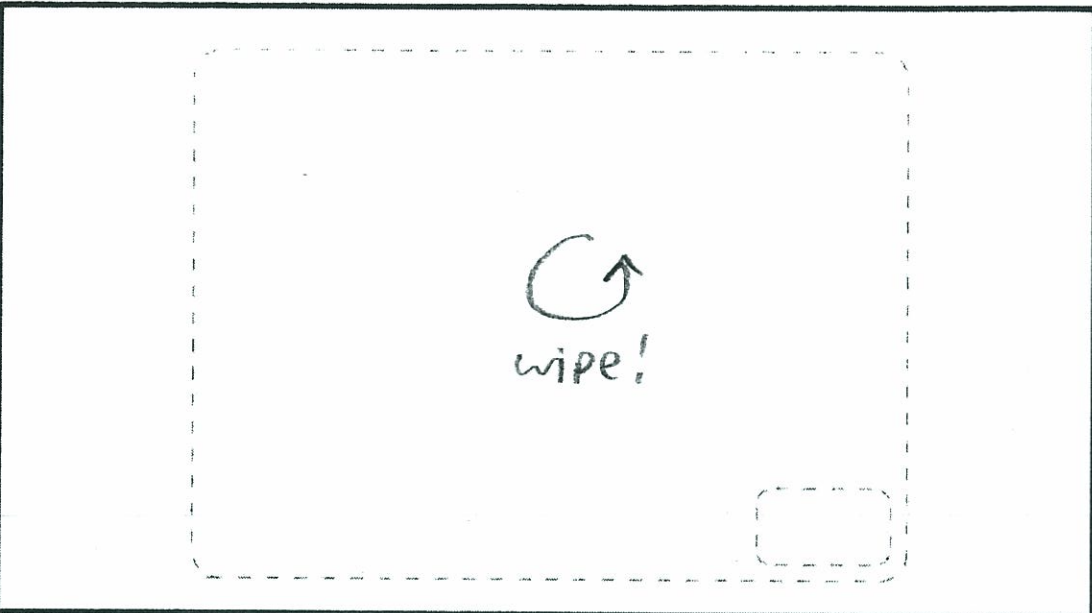
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



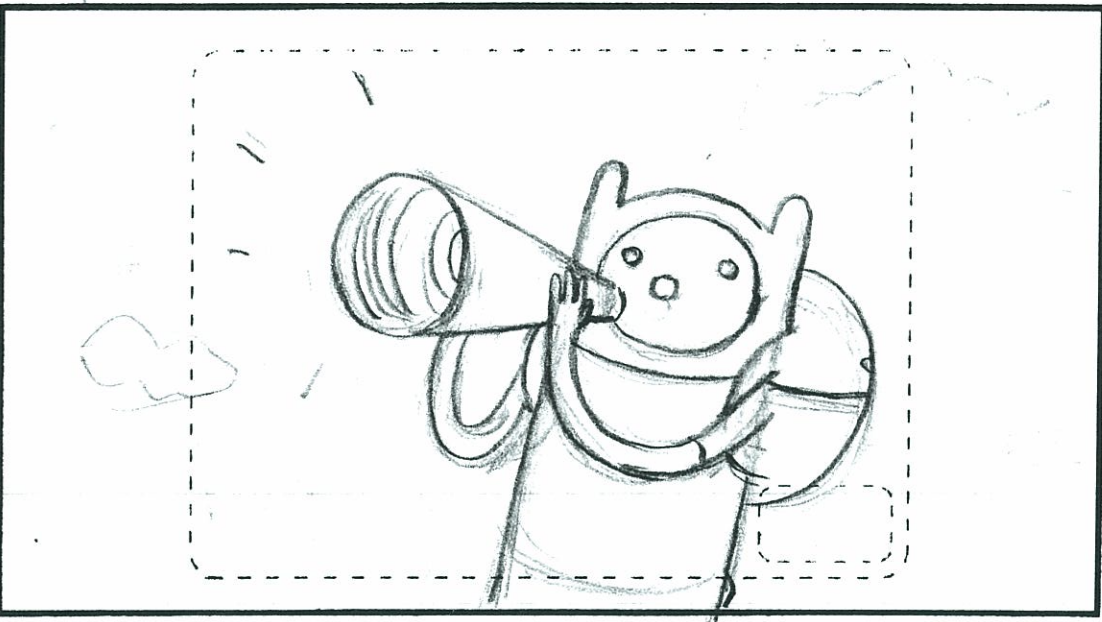
Dialog:	okay!
Action:	
Timing:	431 432

EPISODE # 692010
Production :

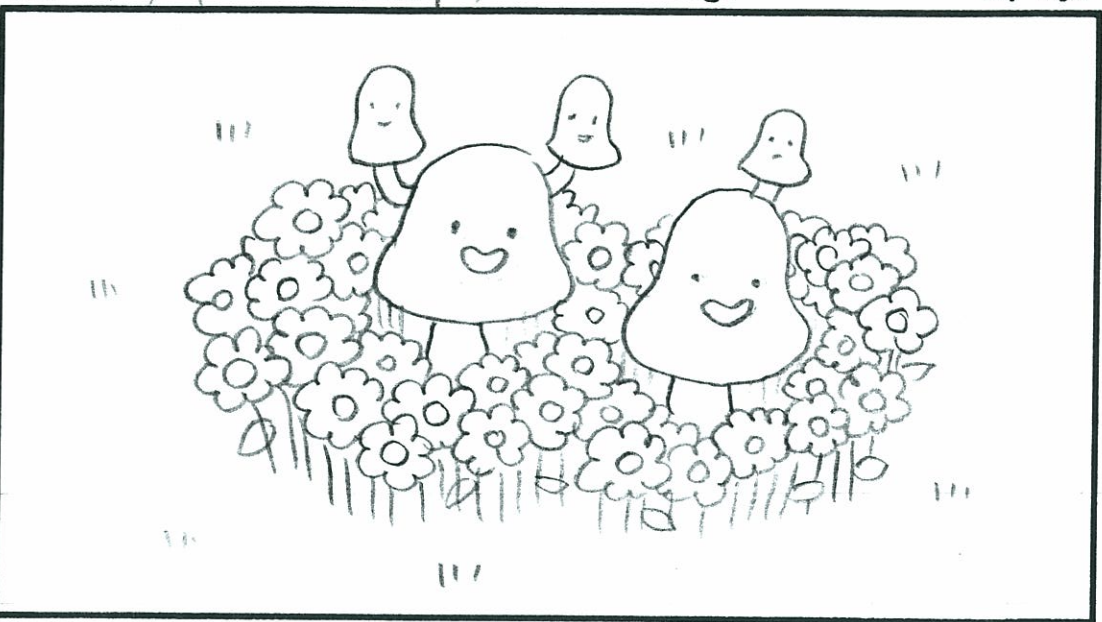
ADVENTURE TIME



Sc. 176 Pnl. A Bg. day night



Sc. 177 Pnl. A Bg. day night



Dialog:	F: READY OVER THERE MUSHROOM GANG.	MUSHROOMS: READY FINN
Action:		
Timing:		

433

434

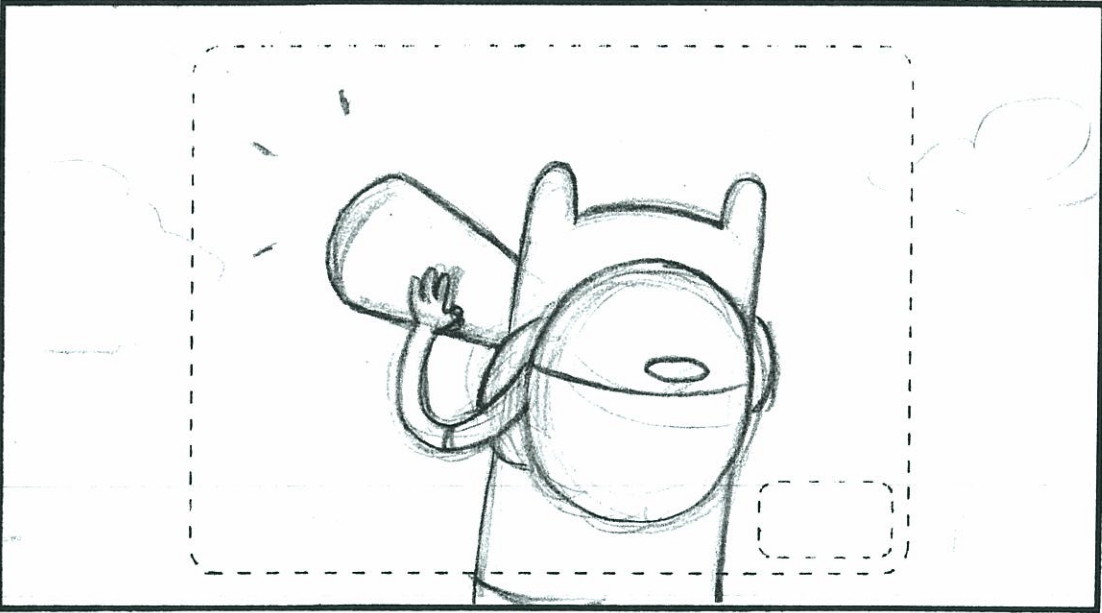
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ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog:	F: READY	DRAGON	PG&D: Yes sir.
Action:			
Timing:	435 436		

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ADVENTURE TIME



Sc.

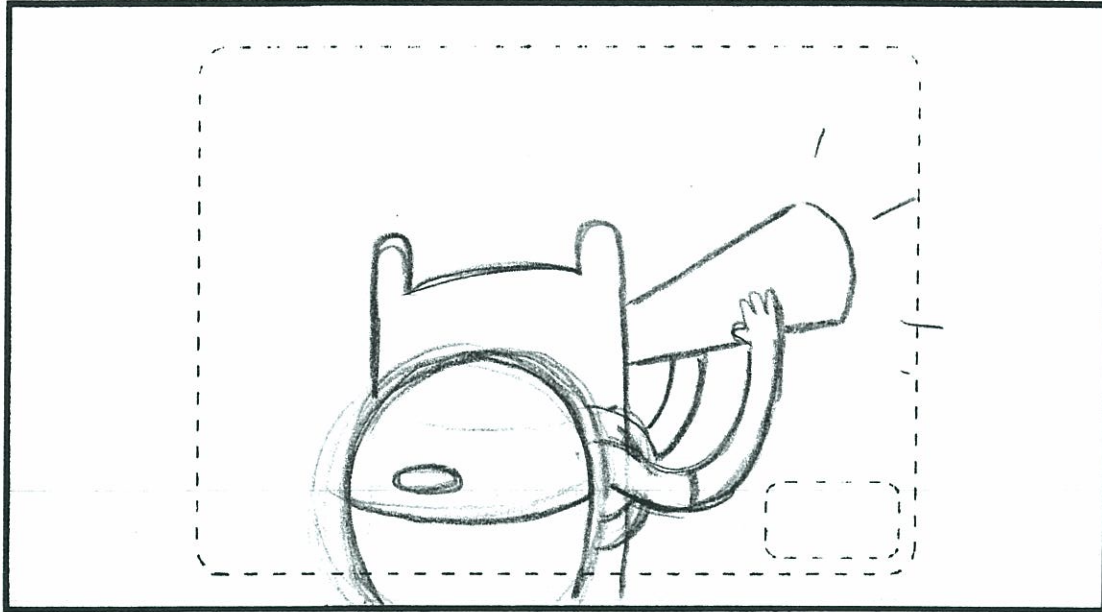
180

Pnl.

A

Bg.

day night



Sc.

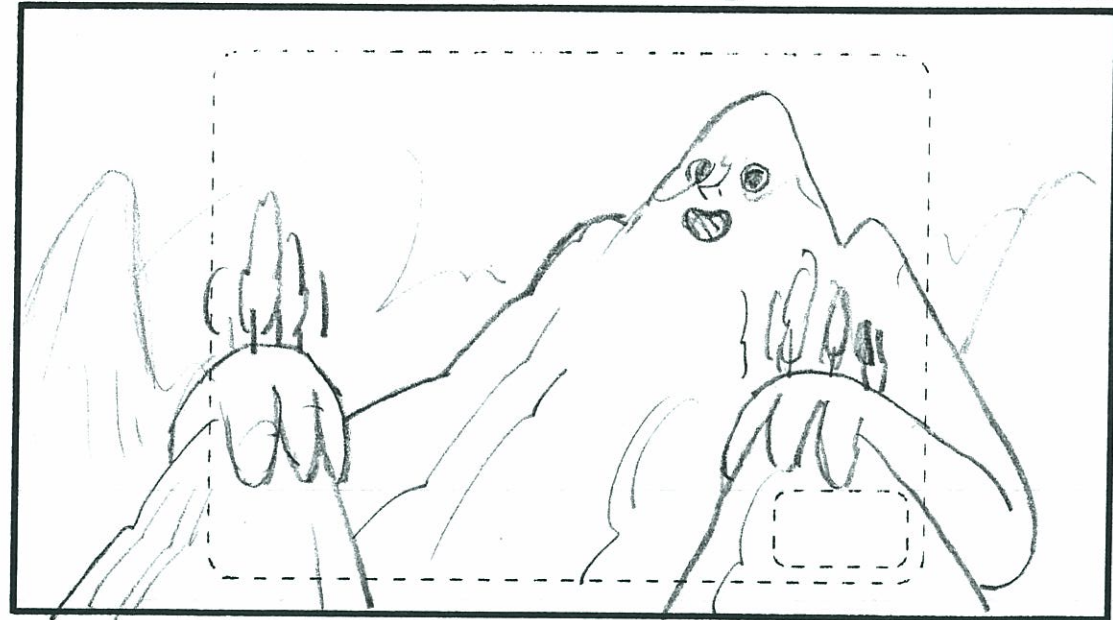
181

Pnl.

A

Bg.

day night



Dialog:

F: READY MOUNTAIN MAN!

MM: Ehem (beat)
I'm Ready.

Action:

Timing:

437

438

Page 220

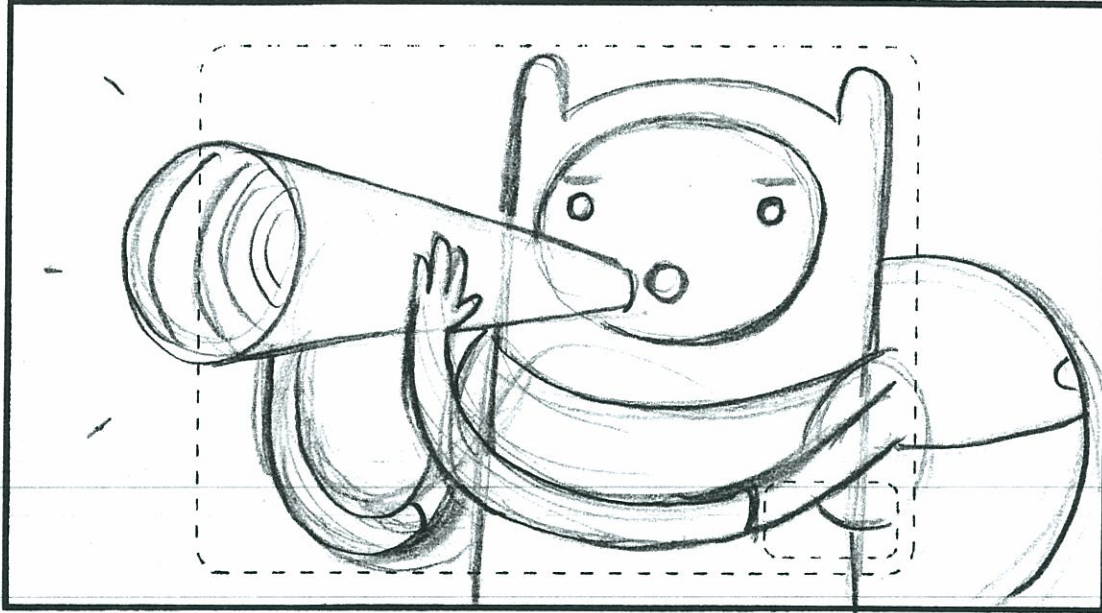
EPISODE # 692010

Production :

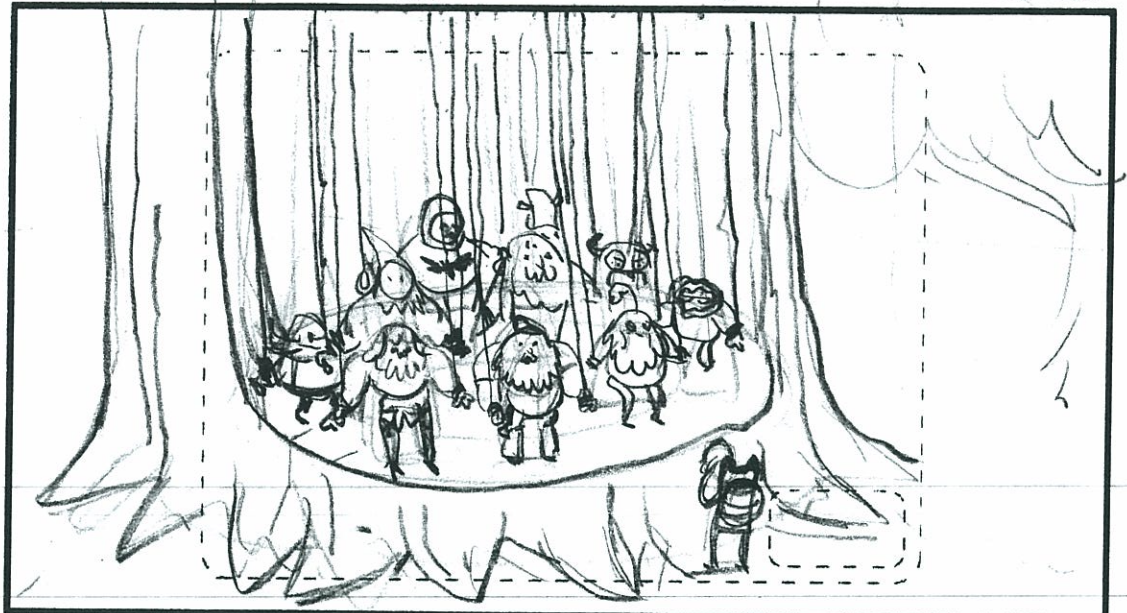
ADVENTURE TIME



Sc. 182 Pnl. A Bg. day night



Sc. 183 Pnl. A Bg. day night



Dialog:

F: Alright

Action:

Timing:

F: GO!!!



439

440

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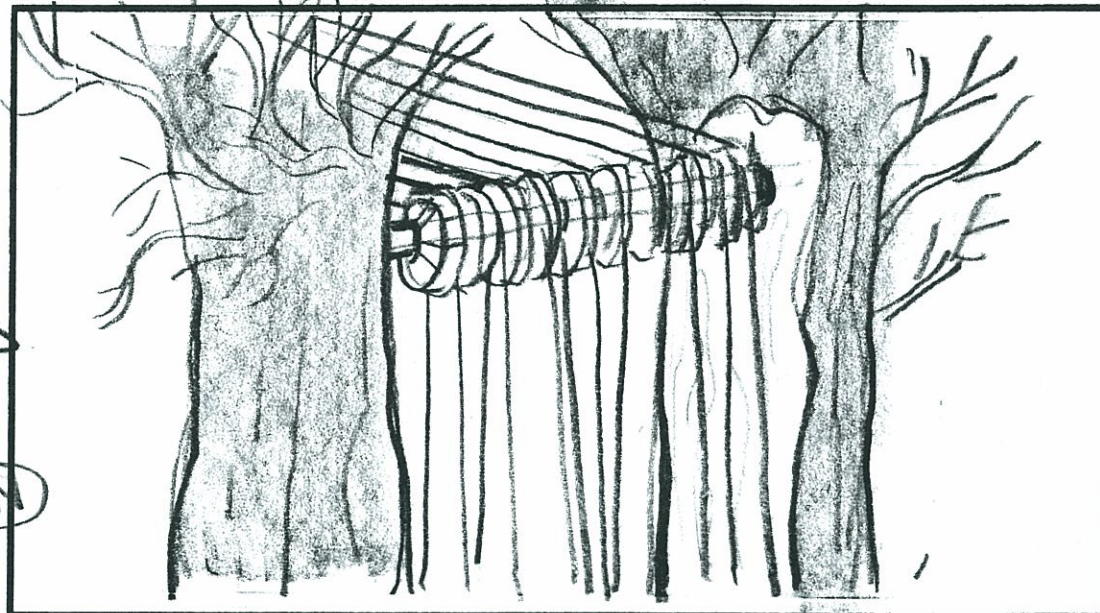


Page 272

Sc. 183 Pnl. B Bg. day night



Sc. 183 Pnl. C Bg. day night



PAN

Dialog:

MARAUDERS: ARE ! ! ! !
(FIGHTING SOUNDS)

Action:

CAMERA PANS UP TO REVEAL
PULLEY SYSTEM IN A CUT OUT TREE

Timing:

441

442

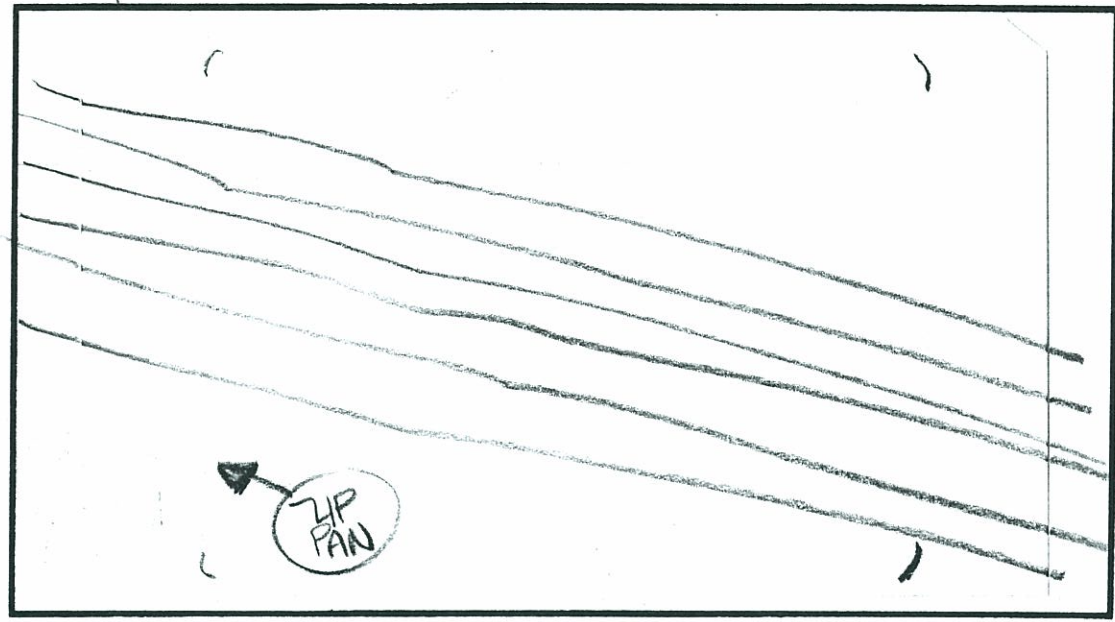
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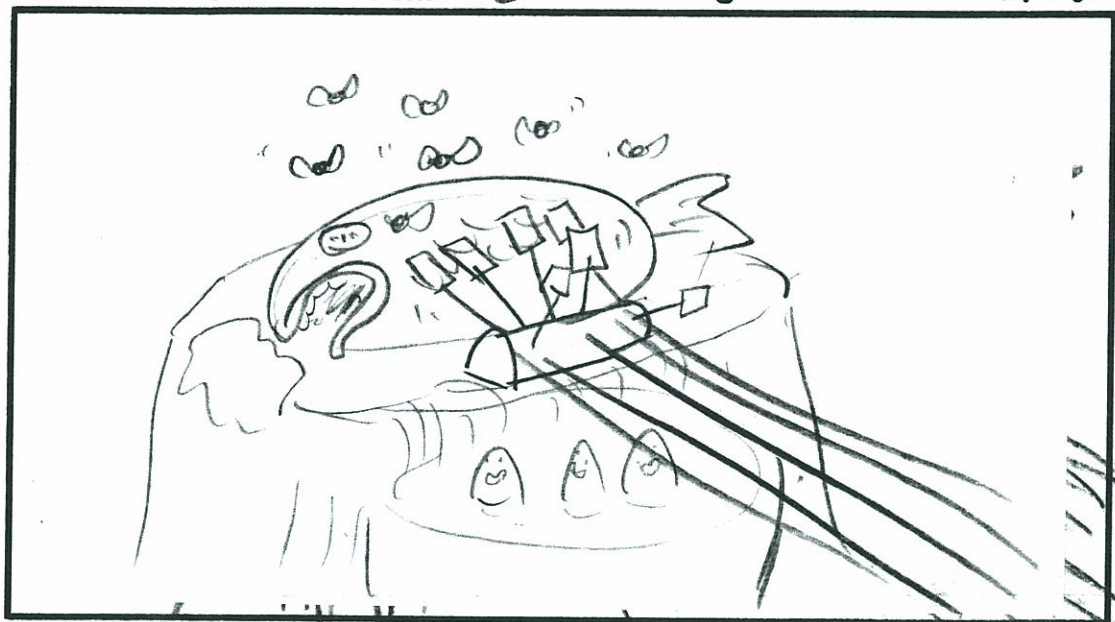
ADVENTURE TIME



Sc. 183 Pnl. D Bg. day night



Sc. 184 Pnl. E Bg. day night



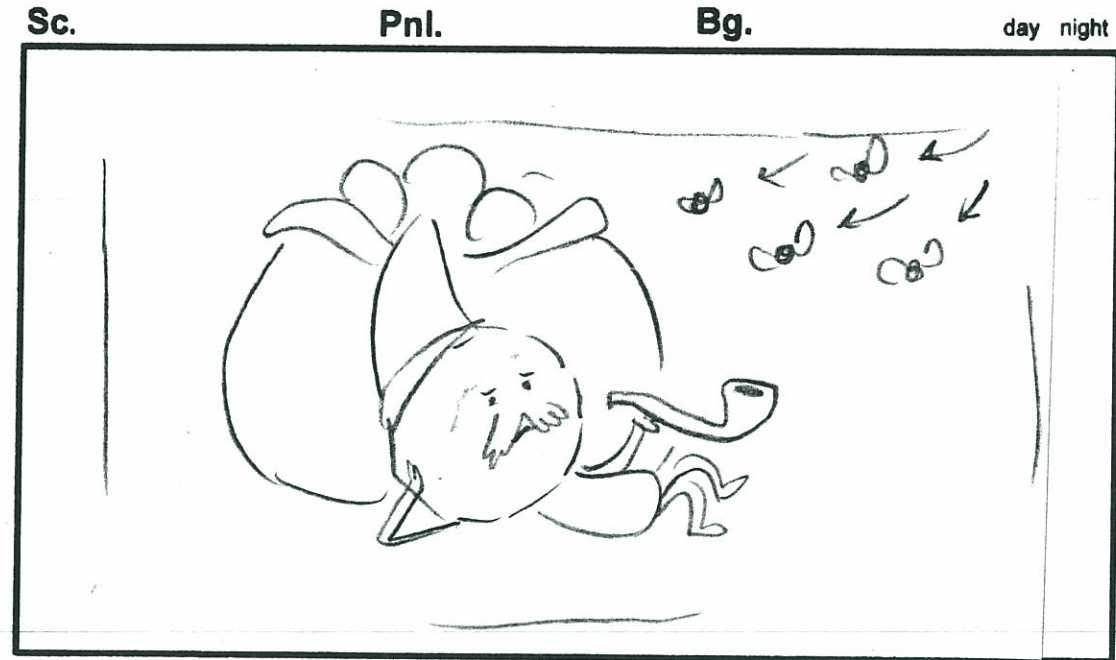
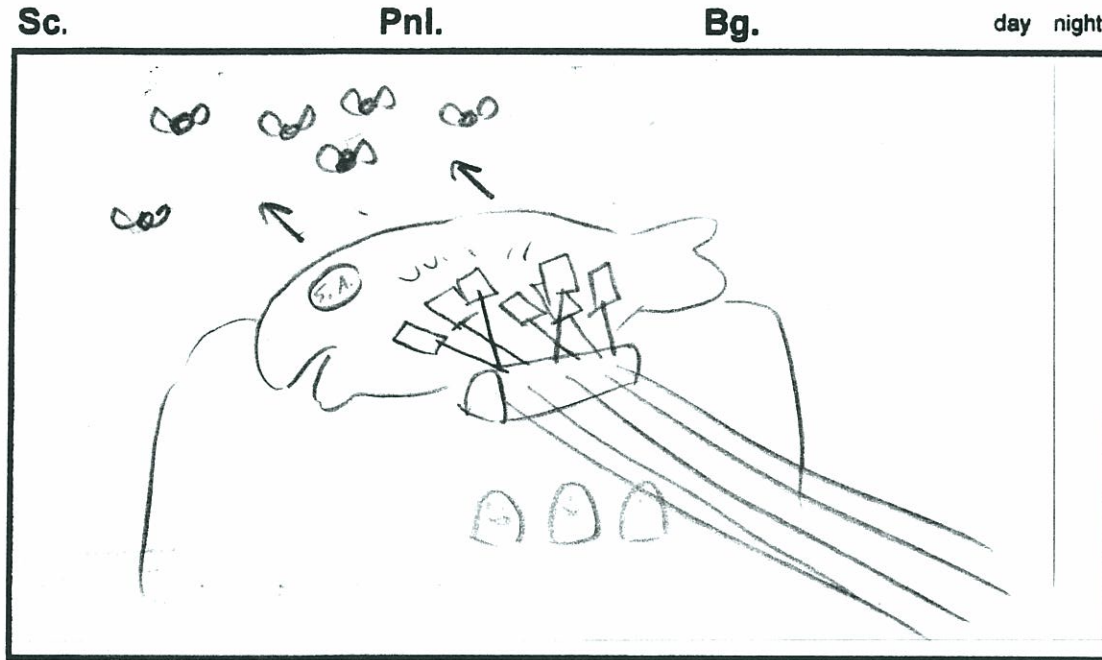
Dialog:	
	BABY FISH: YAY! The Flies are leaving! (MUSIC)
Action:	THE POPE SPIN PURSUERS WHICH HIT THE FISHES SCALES WHICH PLAYS A MELODY
Timing:	
443	444

EPISODE # 692010
Production :

ADVENTURE TIME



Page 224



Dialog:

(Music continues) →

Action:

Timing:

445

446

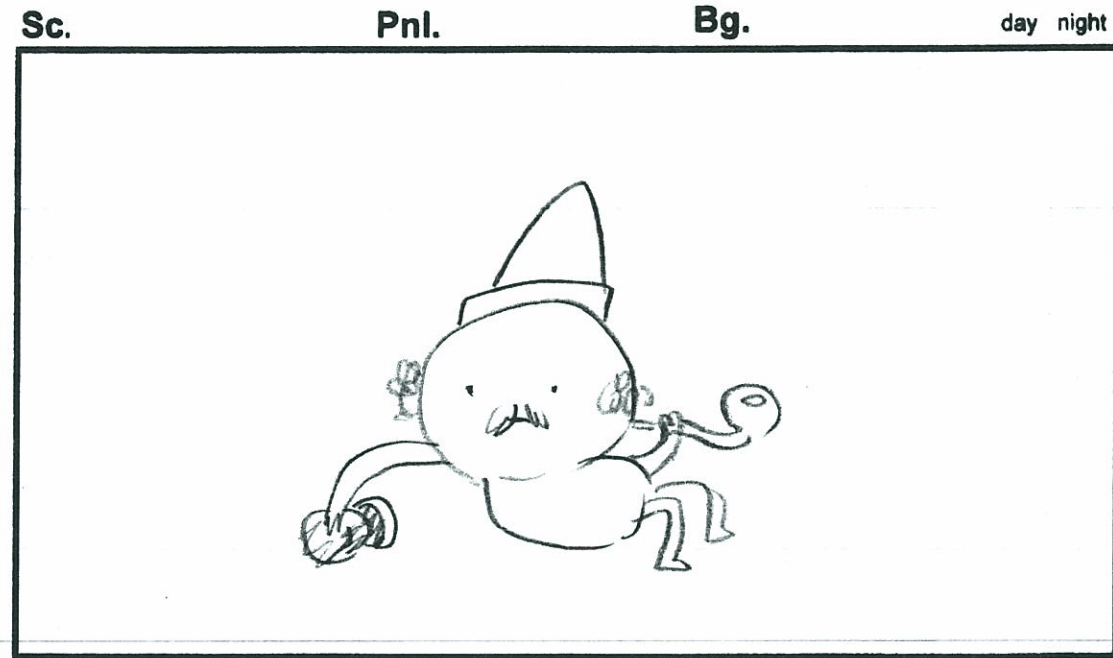
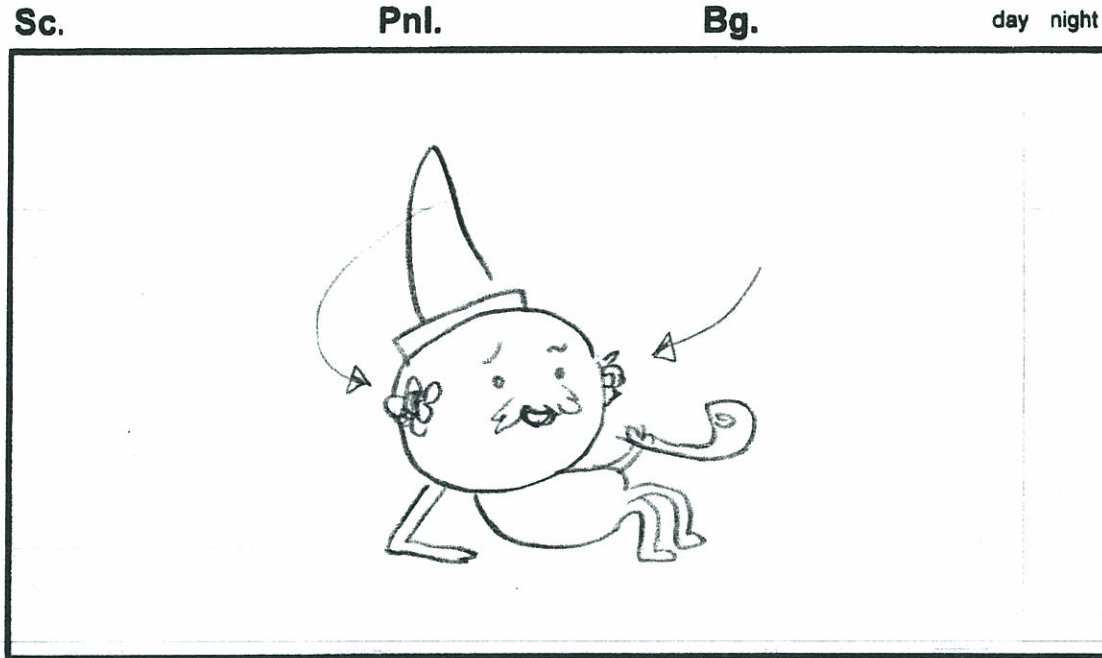
EPISODE # 692010

Production :

ADVENTURE TIME



Page 225



692010

EPISODE #

Dialog:

COAL GUY:
CAN'T HEAR
a thing!

Action:

Timing:

447

COAL GUY: <THROW>



448

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

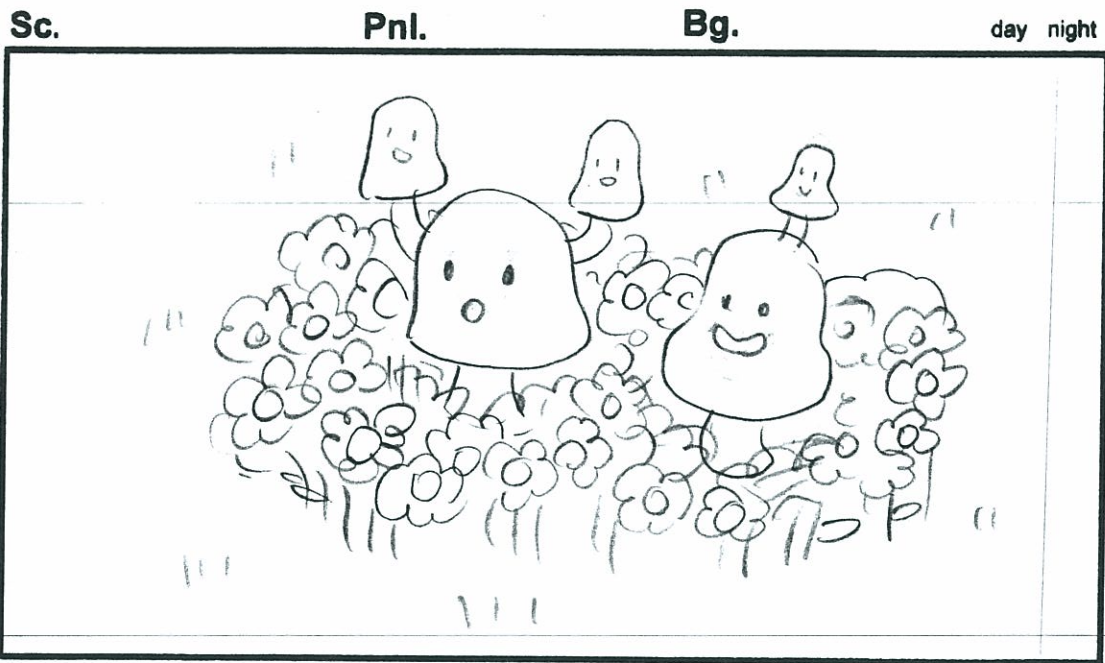
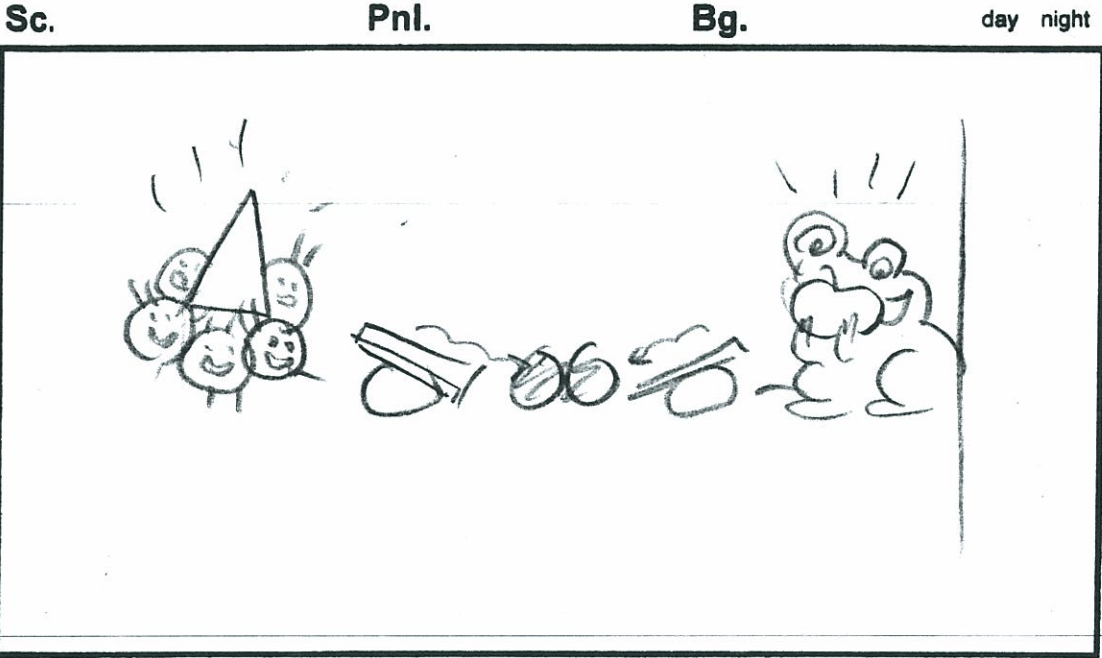
449

450

EPISODE # 692010

Production :

ADVENTURE TIME



Dialog:

electroids &
TOAD:
YATTOO!
Yeah!
(w9119)

Action:

Mush:
Oh! haha!

Timing:

451

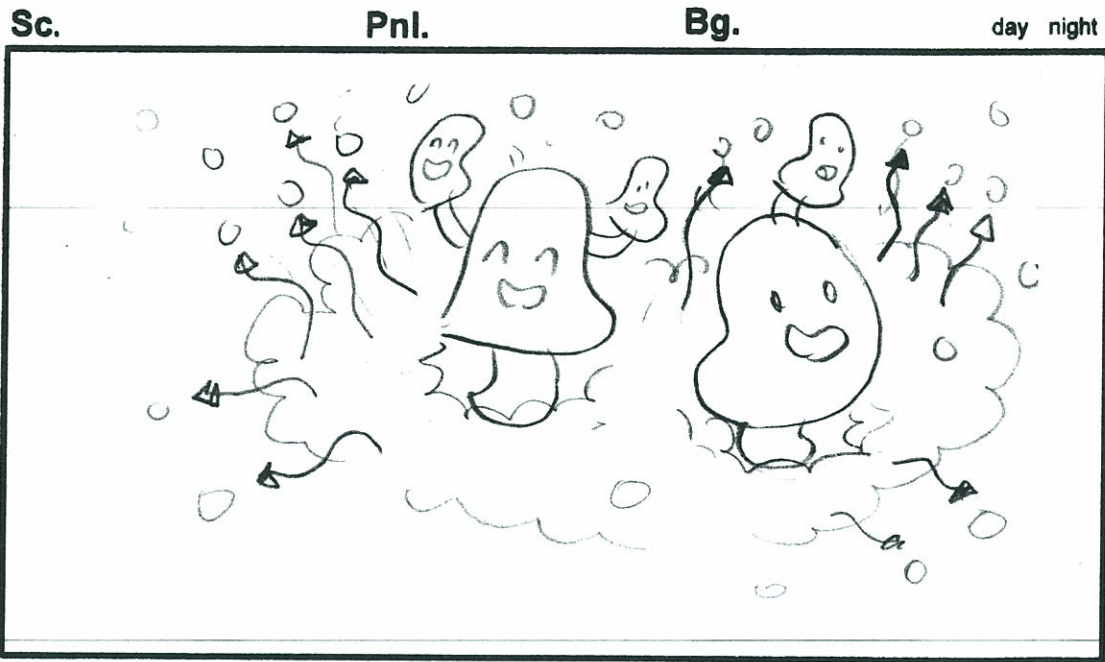
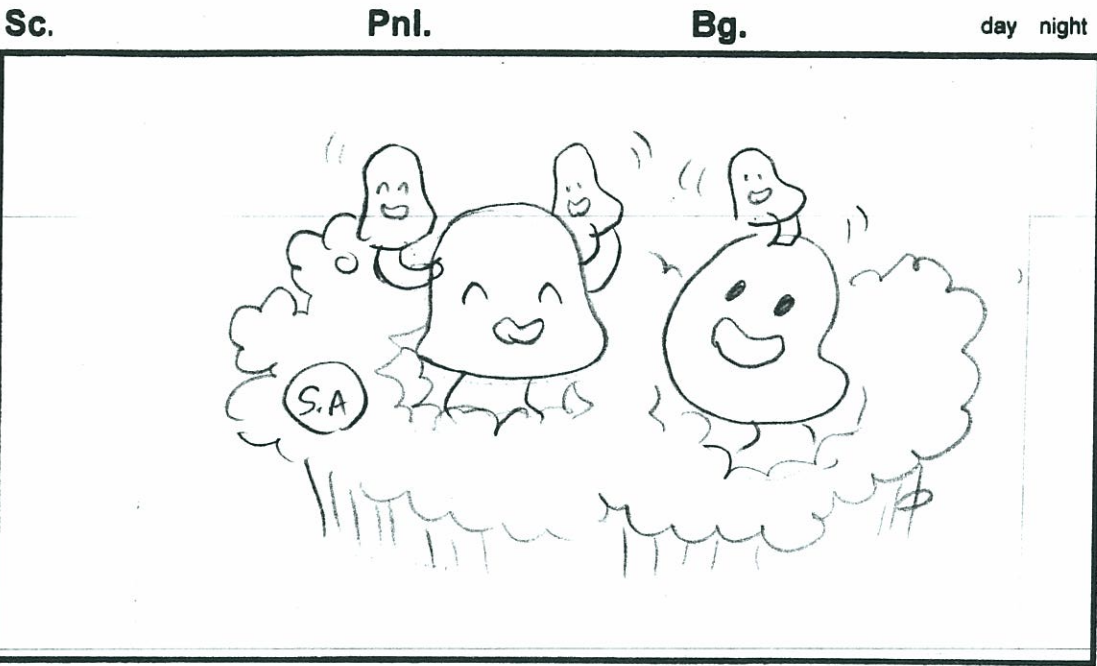
452

EPISODE # 692010
Production :

ADVENTURE TIME



Page 226B



Dialog:

Action:

Timing:

453

454

EPISODE # 692010

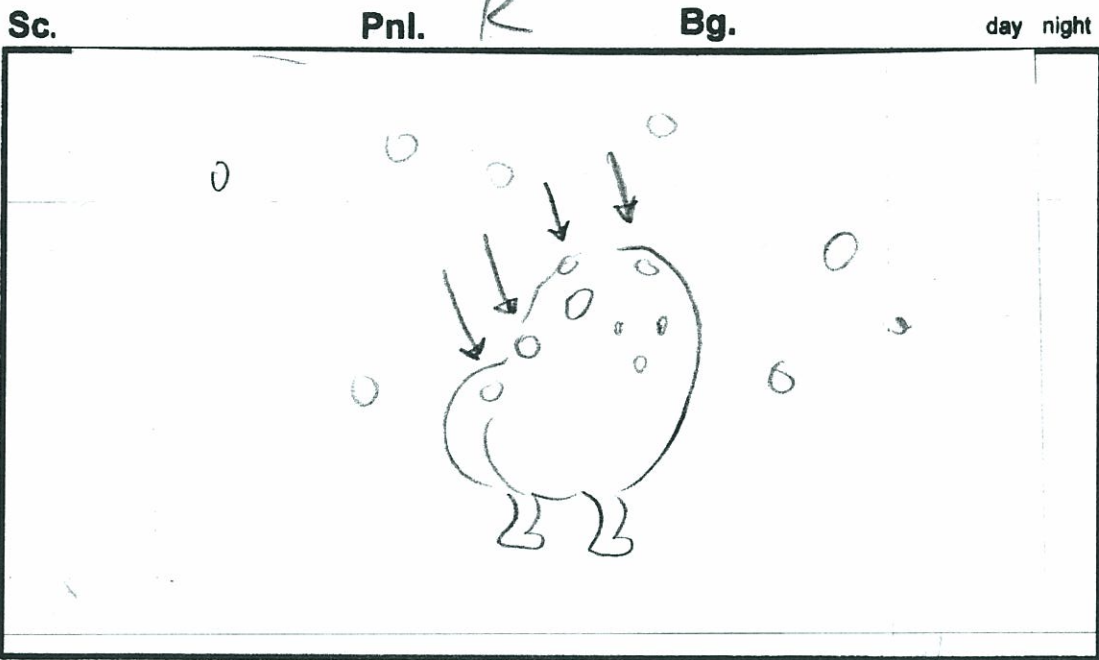
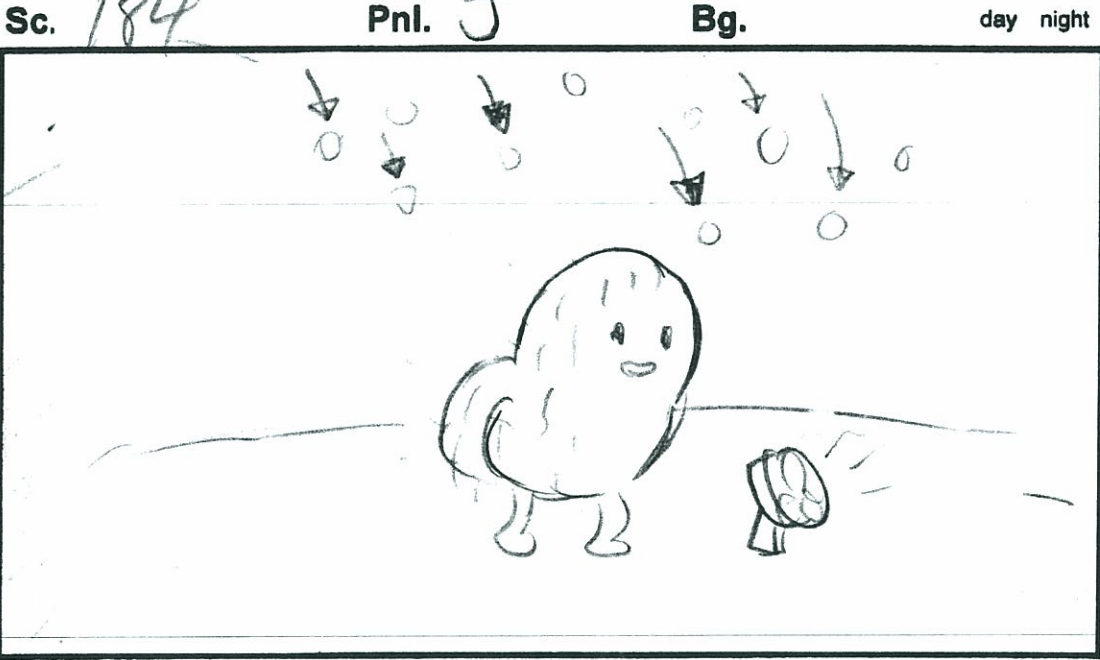
Production :

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ADVENTURE TIME



Page 227



Dialog:

Hairy Guy:
Pollen!

Action:

Pollen Hits Poot Guy AND MAKES
him Smell Better

He INHALES Pollen

Timing:

455

456

EPISODE # 692010

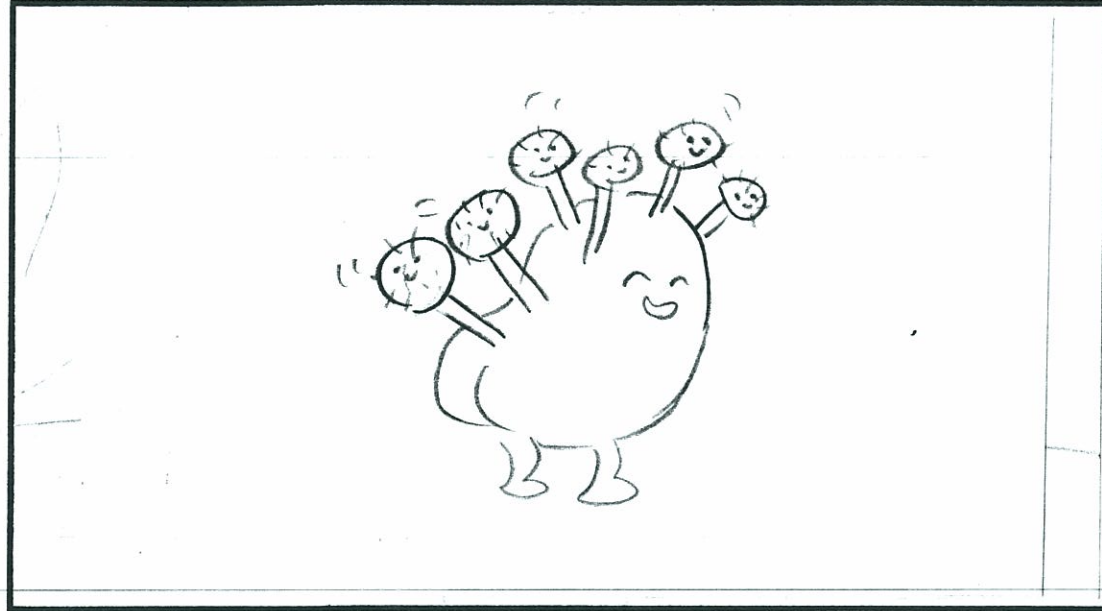
Production :

ADVENTURE TIME

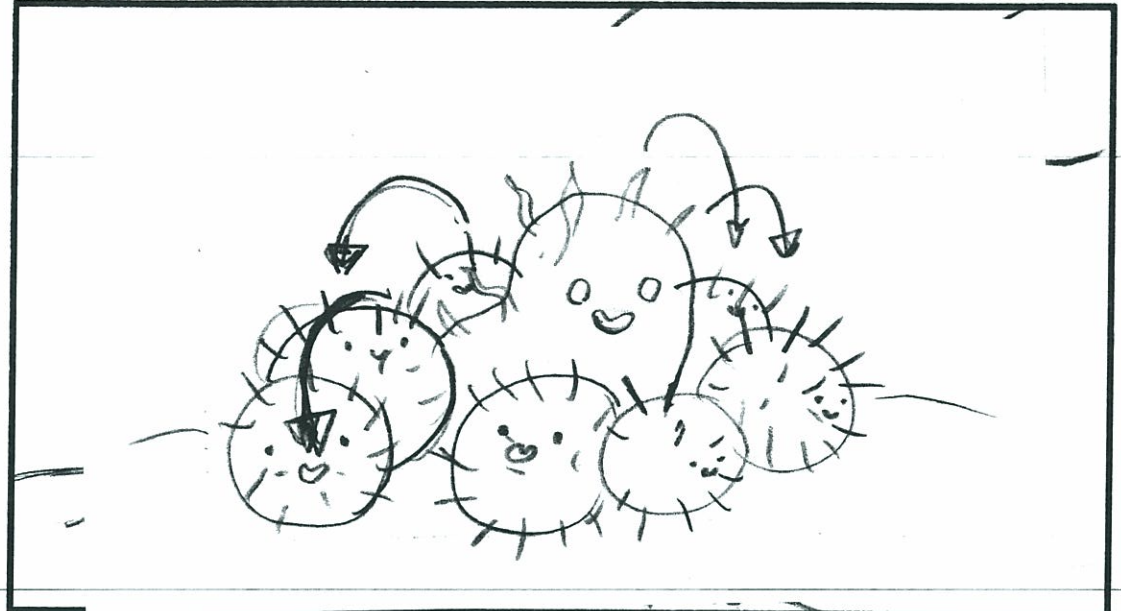


Page 228

Sc. 184 Pnl. L Bg. day night



Sc. 184 Pnl. M Bg. day night



692010

EPISODE #

Dialog:

Happy guy: here they come!

A. HIRY
GUT: AHATIAHA!

B. BABIES Ahah!!
hahaha
ha!

Action:

POOP GUY WALKS OVER GLEEFULLY &

STOPS A S

NS BOT+

Timing:

457

458

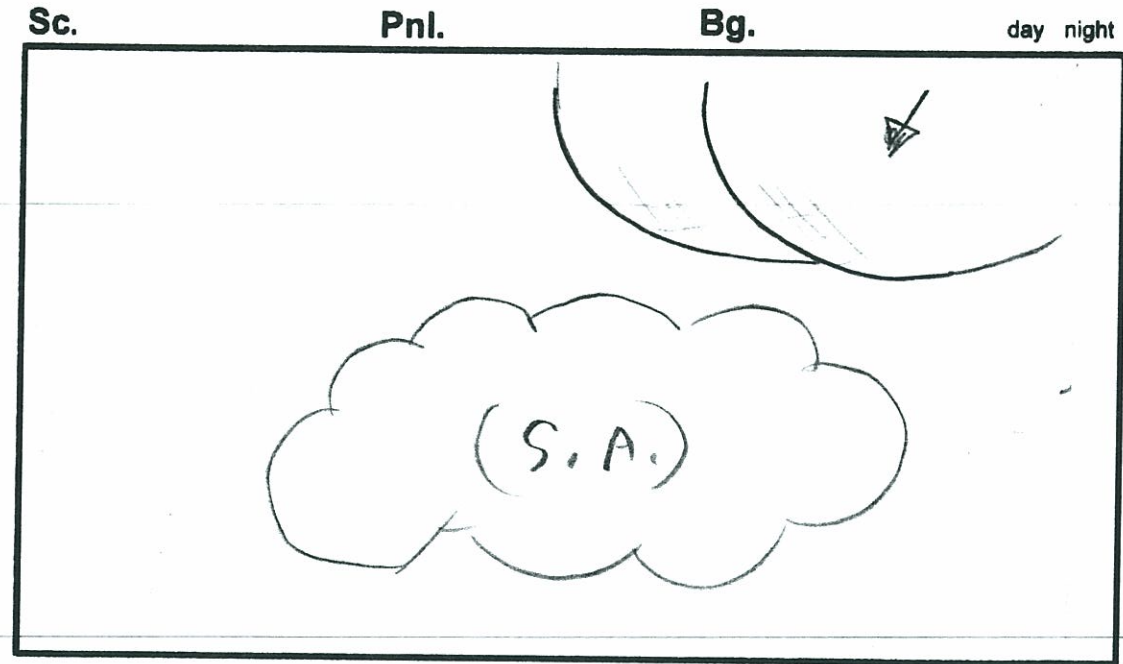
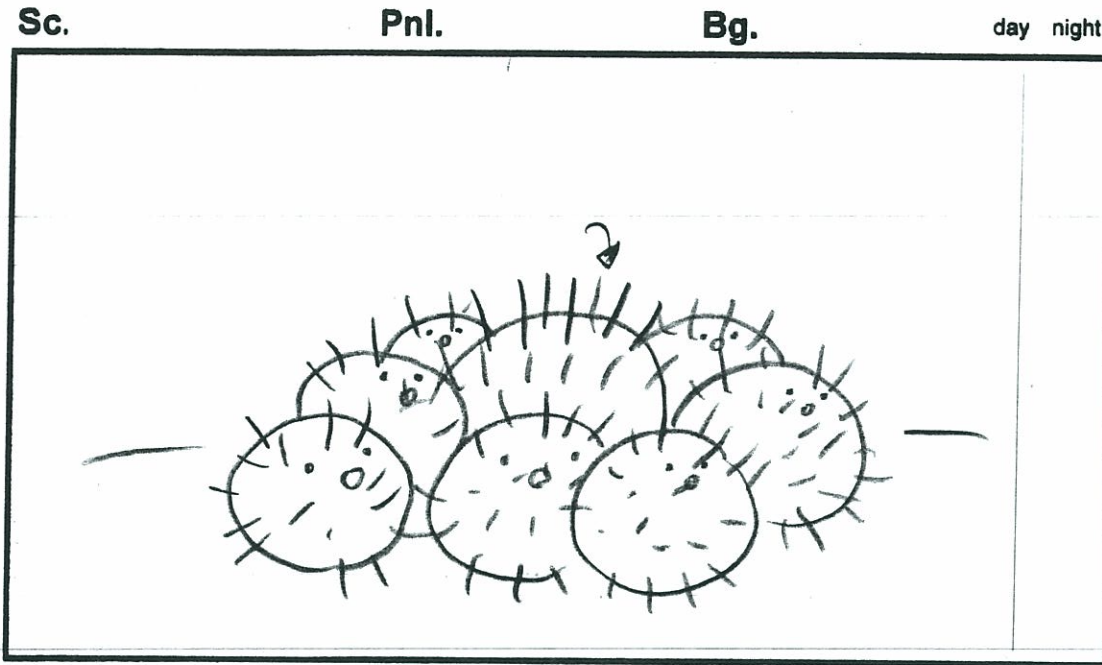
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ADVENTURE TIME



Page 228A



Dialog:

Babies: oooooo...

Action:

(Dragons Butt in)

Timing:

459

460

692010

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	= SCRATCH SCRATCH =		BABIES: *giggling*
Action:			
Timing:	461 462		

EPISODE # 692010

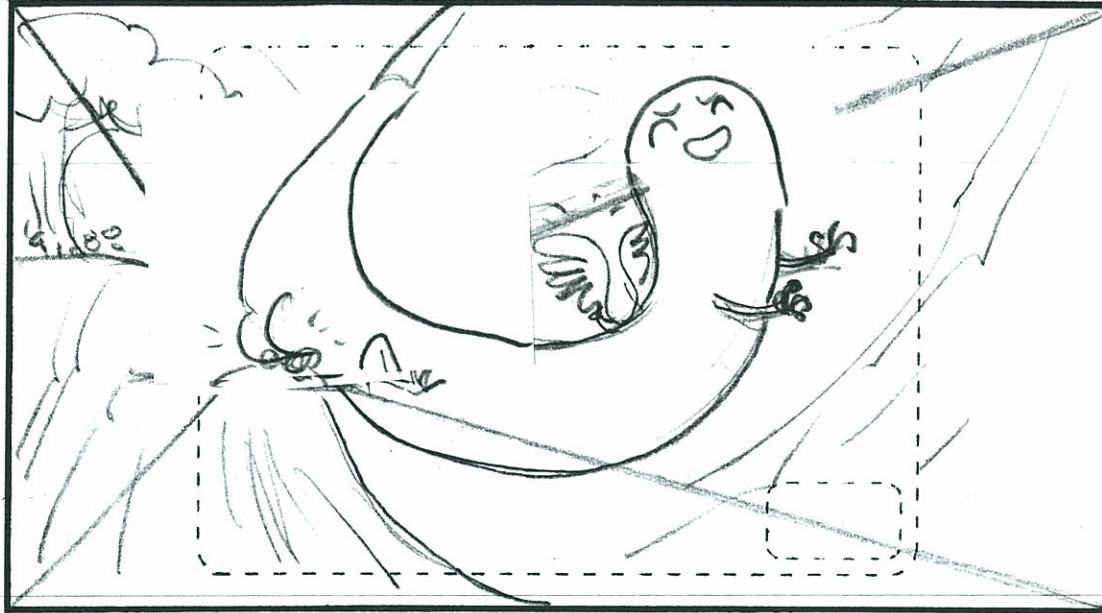
Production :

ADVENTURE TIME

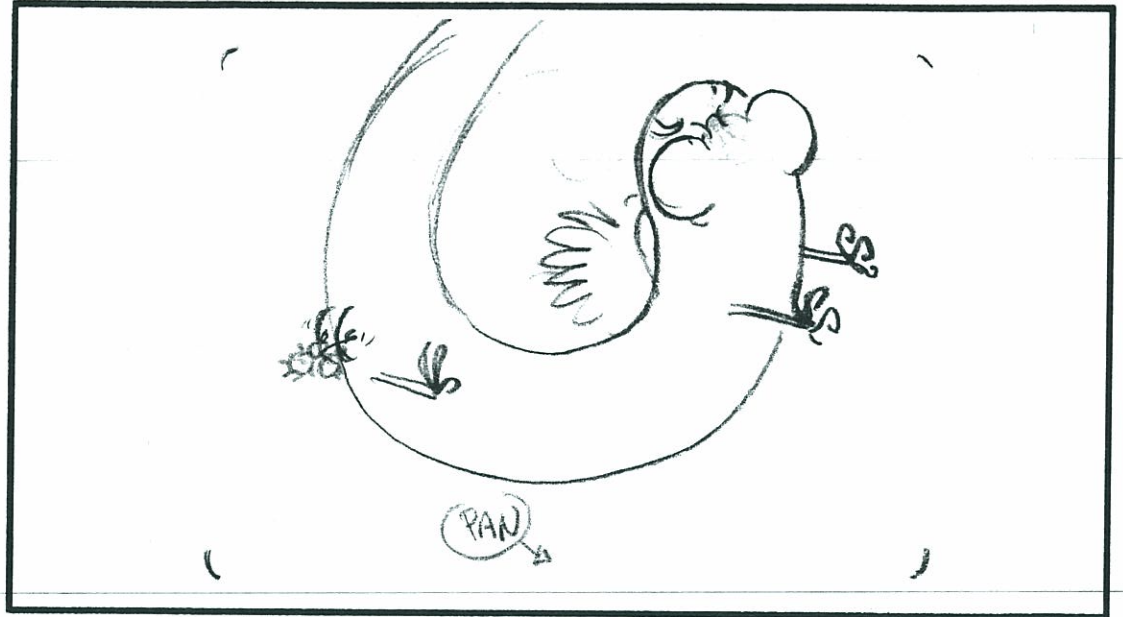


Page 229

Sc. 184 Pnl. N Bg. day night



Sc. 184 Pnl. O Bg. day night



Dialog:

DRAGON: Ahhh.

Action:

FAST TRUCKOUT to WIDESHOT of
DRAGON & POOP GUY

Timing:

463

464

EPISODE # 692010

Production :

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ADVENTURE TIME



Sc. 184 Pnl. P Bg. day night

Sc. P Pnl. Q Bg. day night

Dialog:	
Action:	DRAGON BREATHES fire
	PAN follows fire
Timing:	
465	
466	

EPISODE # 692010

Production :

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ADVENTURE TIME



Sc. 184 Pnl. R Bg. day night

Sc. Pnl. S Bg. day night

Dialog:

Action: fire Boils water & creates steam

Timing:

467

ta Gur! Yahoo!!

EPISODE # 692010

Production :

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ADVENTURE TIME



Sc. 184 Pnl. T Bg. day night

Sc. Pnl. U Bg. day night

Dialog:
Action: CAMERA PANS VERTICALLY FOLLOWING STEAM WALL
Timing: <div>469</div> <div>470</div>

Production : EPISODE # 692010

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	
Action:	
Timing:	

471

472

Naked man:
Not →

EPISODE # 692010

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	NAKID!!!	
Action:		
Timing:	473	474

EPISODE # 692010

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

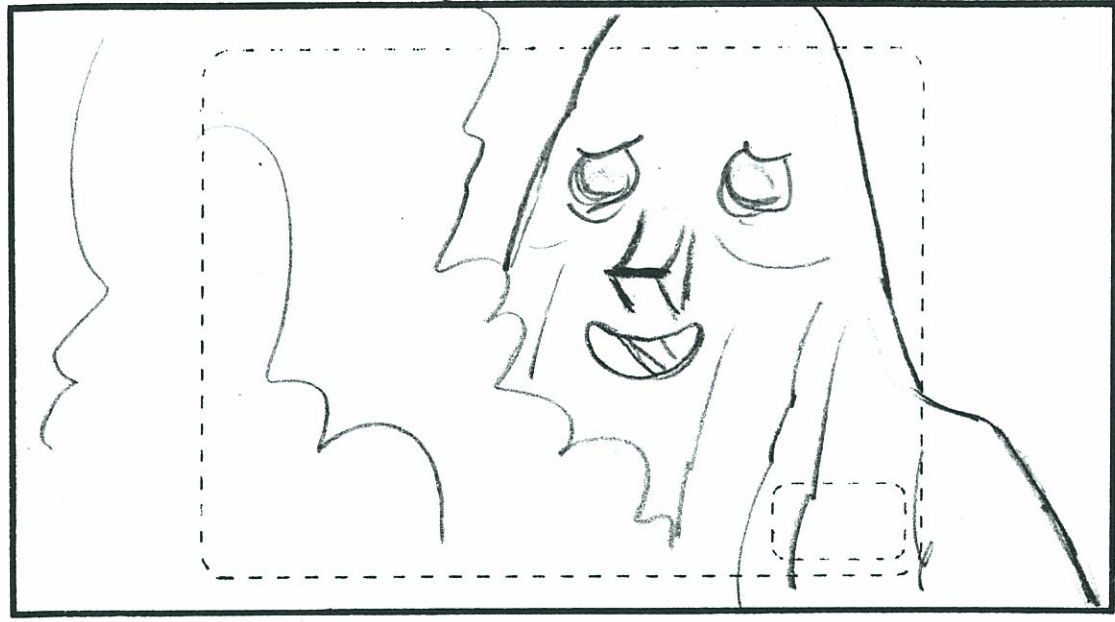
Dialog:	hey I can't see anything.. is anyone rough-housing?	No!
Action:		
Timing:	475	476

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ADVENTURE TIME



Sc. 184 Pnl. X Bg. day night



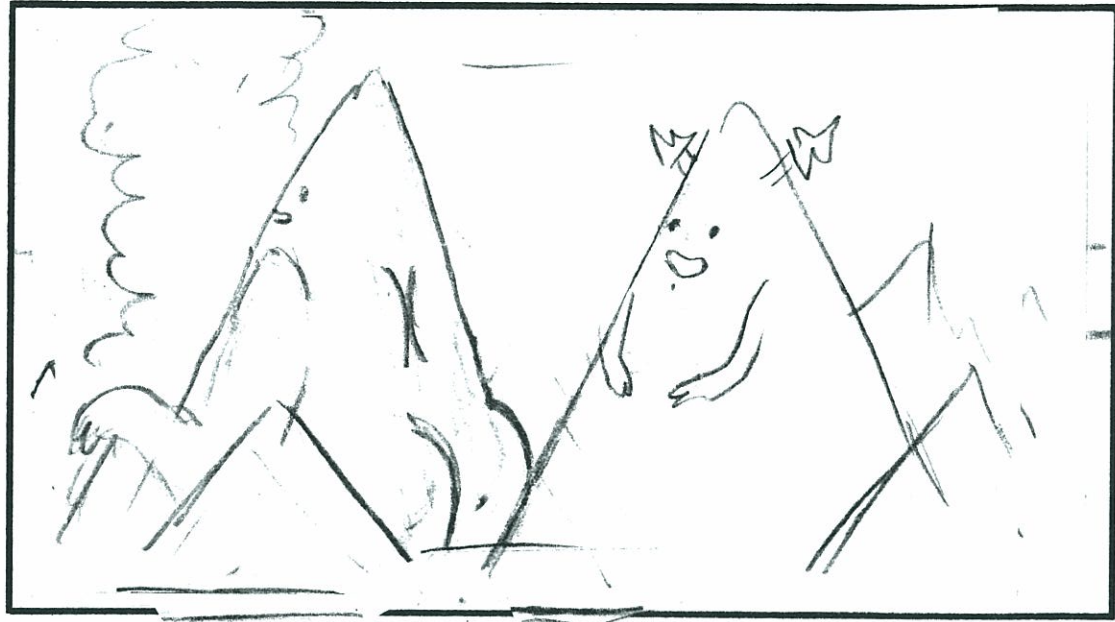
Dialog:
M: *sighh* radical.

Action:

Timing:

477

Sc. Pnl. Bg. day night



OM:
AND I can still see
this Gorgeous BACK side!

478

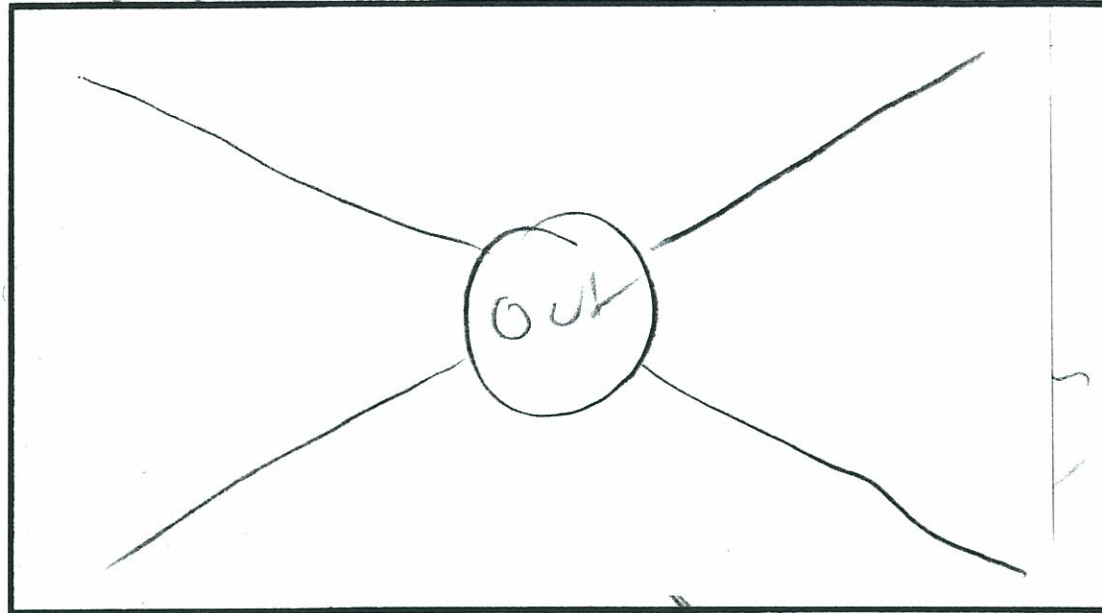
EPISODE # 692010
Production :

ADVENTURE TIME

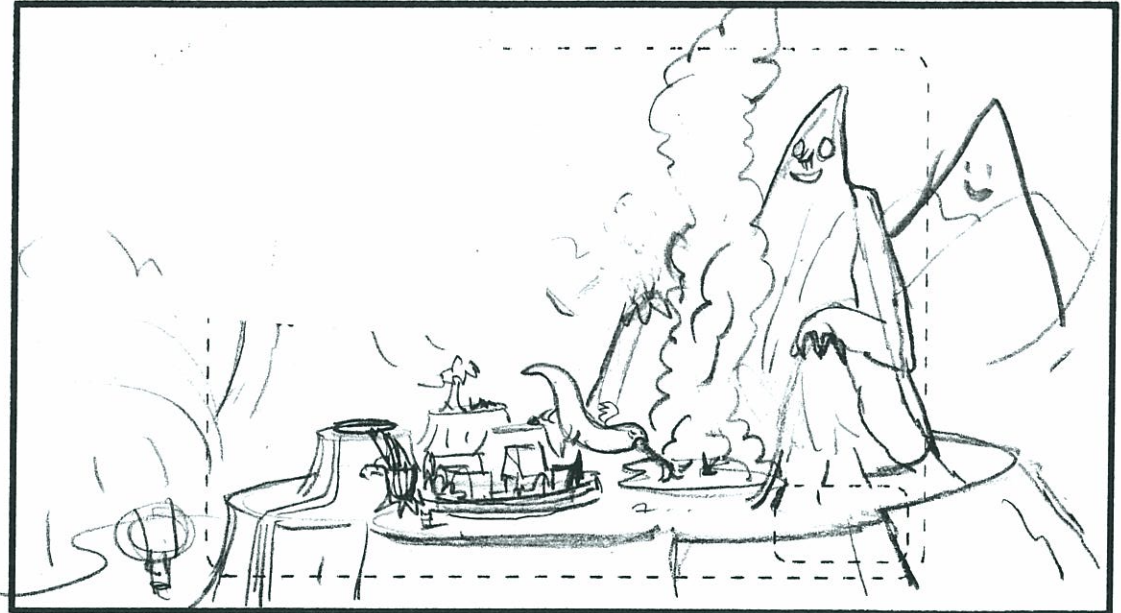


Page 235

Sc. 185 Pnl. A Bg. day night



Sc. 186 Pnl. A Bg. day night



Dialog:

Action:

Timing:

(Laughter celebration walla)

Cut to WIDE of whole ScENERY

479

480

EPISODE # 692010

Production :



Sc. 187

Pnl. A

by.

day night

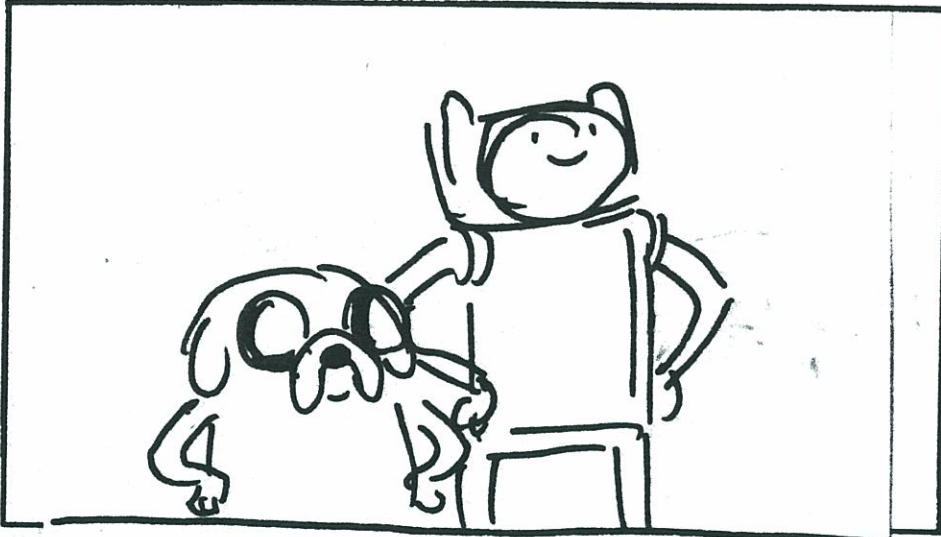
SC.

Pnl. B

Bg.

Page 236

day night



Dis

Act

Timing:

F: We did it..

481

482

EPISODE 692010

Production





Sc. 187	Pnl. C	day night	Sc.	Pnl. D	Bg.	Page 237
						day night
Di			S: Eh... excuse me?			
Ad						
Timing:						

483

484

EPISODE # 692010

Production :



238

Sc. 188

Pnl. A

By.

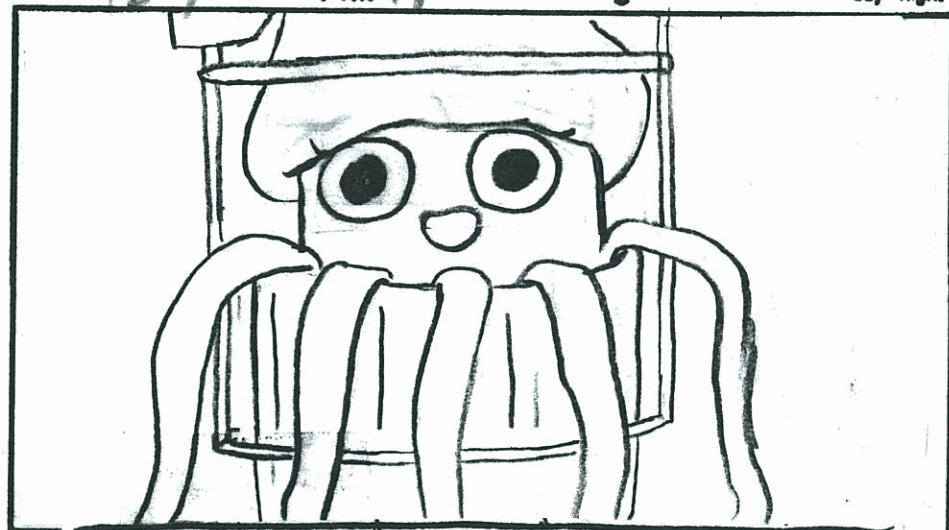
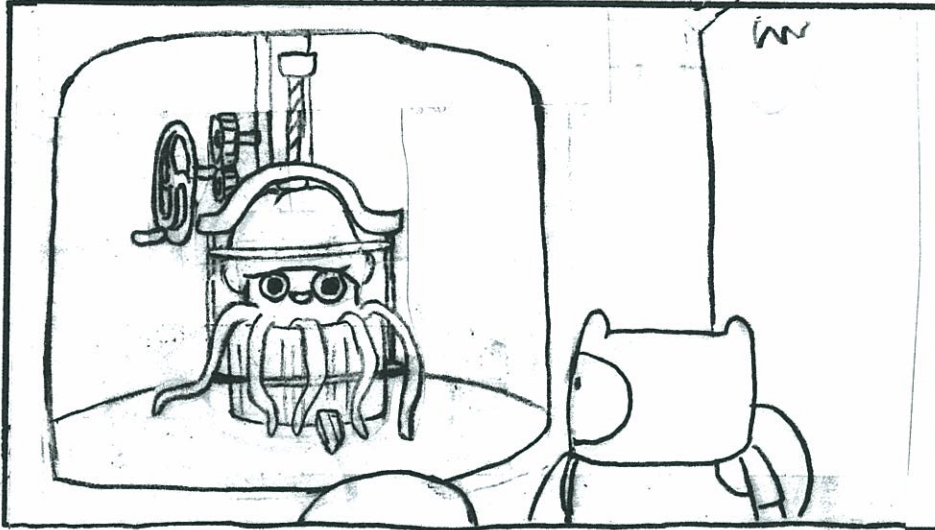
Way In

Sc. 189

Pnl. A

Bg.

Page day night



EPISODE 692010

Acti

I didn't wanna
overwhelm you
guys with my
complaints . .

Timing:

485

486

Production





Sc. 189 Pnl. B day night



Dial
S: but now that
everybody's happy
and all

Timing:

Sc. Pnl. C Bg. day night



S: ~~I'm just gonna~~
I feel like I could
... you know ...
maybe ...

EPISODE # 692010

Production :

487

488



Sc. 189 Pnl. D



Dial

ask you, guys
not to squeeze
my ink bladder

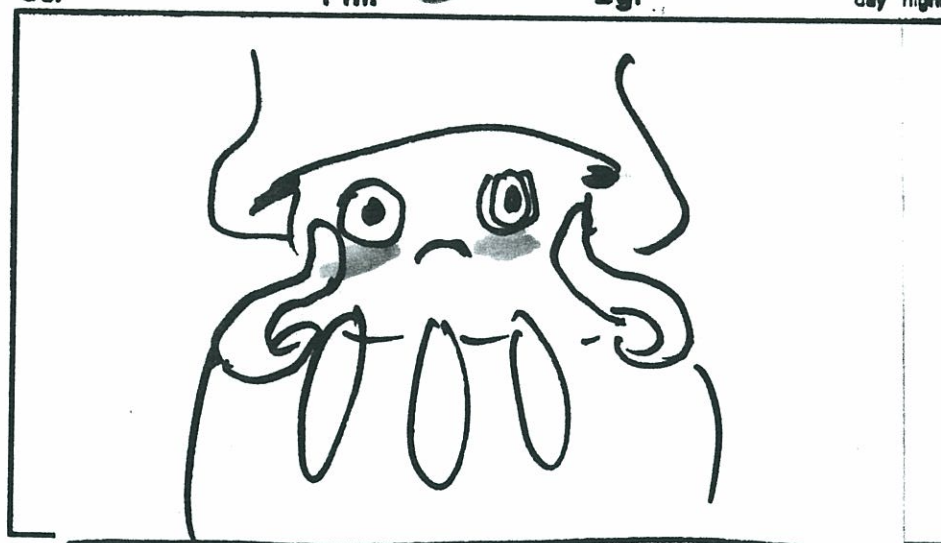
489

day night

Pnl. E Bg.

Page

day night



S: I get
embarrassed

490

240

692010

EPISODE

Production



Sc. 190

Pnl. A

By.

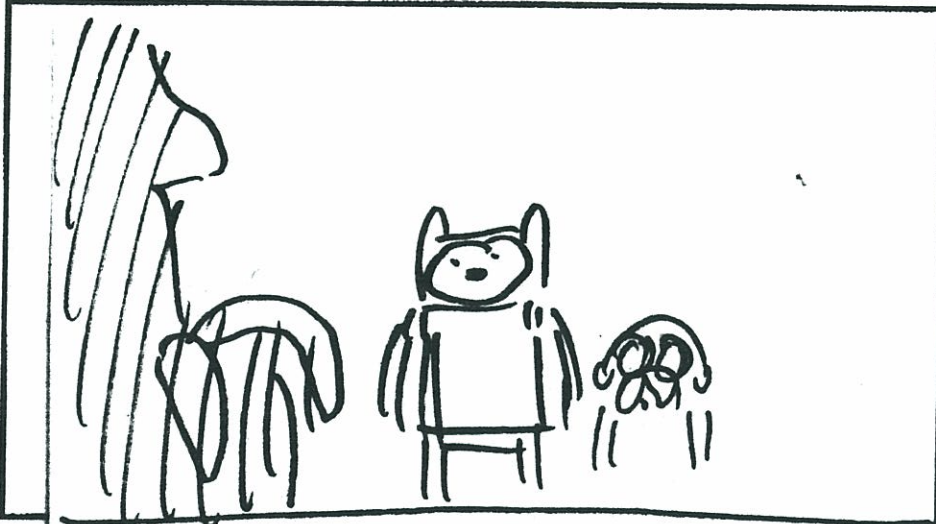
day night

Sc. 191

Pnl. A

Bg.

Page 241
day night



Dia

Act

Timing:

491

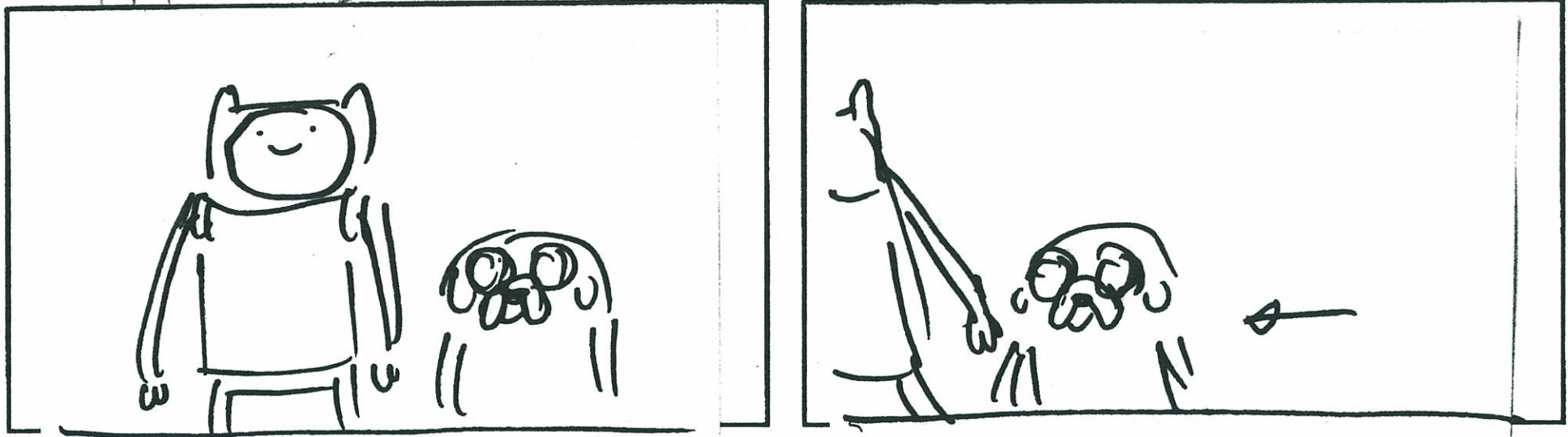
492

EPISODE # 692010

Production :



Sc. 191 Pnl. B day night Sc. C Pnl. C Bg. day night



Di	
Ac	

Timing: 493 494

EPISODE 692010
Production



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Sc.

192

Pnl.

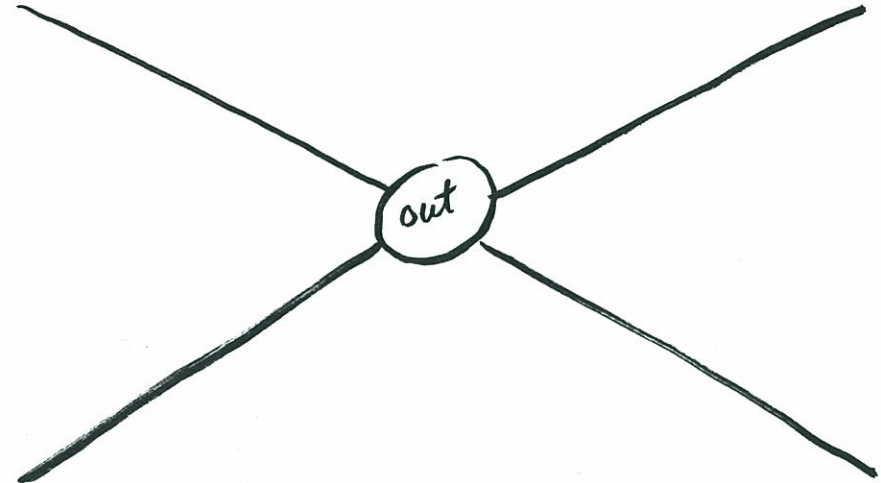
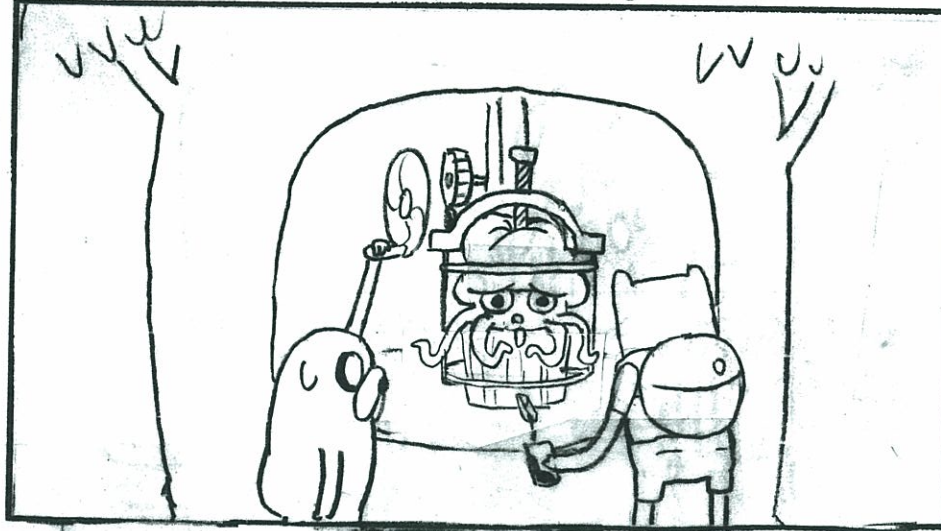
A

by.

way begin

Page

243



Dial

4: NOO ~ !

Acti

Timing:

495

496

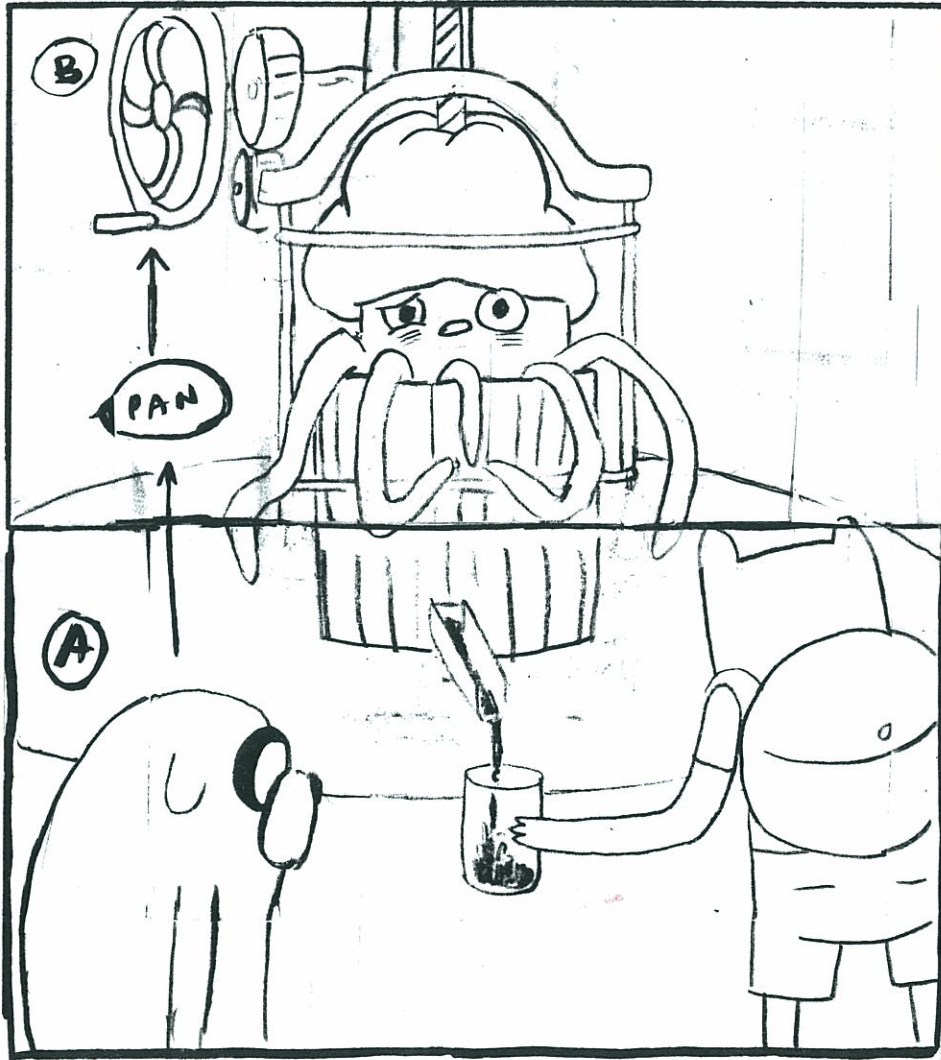
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Production :



Sc. 193 Pnl. B

day night



Sc. 194 Pnl. A Bg.

Page 244
day night



EPISODE 692010

Production

S: t'm Rimbriassod

497

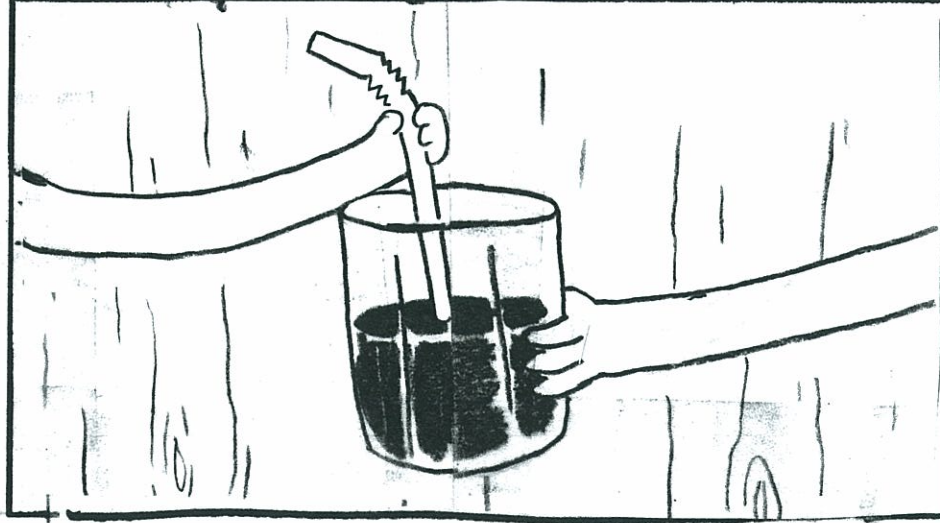
498



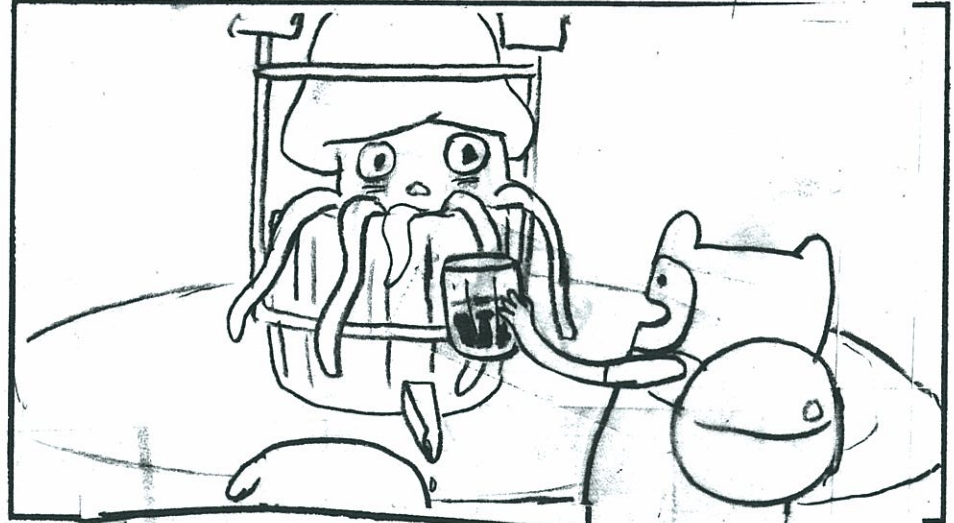


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Sc. 194 Pnl. B day



Sc. 195 Pnl. A Bg. day night



Di
Act

F: Here try it ..

Timing:

499

500

Production : EPISODE # 692010



Page 246

Sc.

196

Pnl.

A

by.

day night

Sc.

Pnl.

B

Bg.

day night



692010

EPISODE

⑤ Oh, I taste great!

Dh

Ac

Timing:

501



502



Sc.	197	Pnl.	A	CG.	day	night
						
Di			F: Yeah?			
Ac			Yeah?			
Timing:						

Sc.		Pnl.	B	Bg.	day	night
						
			G: Yeah~!!			

503

504

EPISODE # 692010
Production :



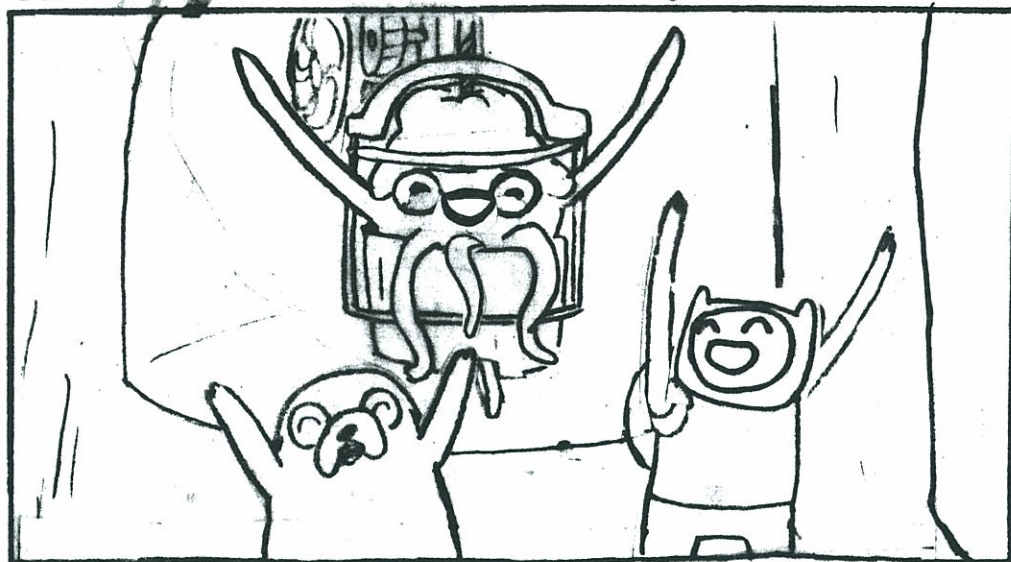
Page 248

Sc. 197

Pnl. C

By.

day night

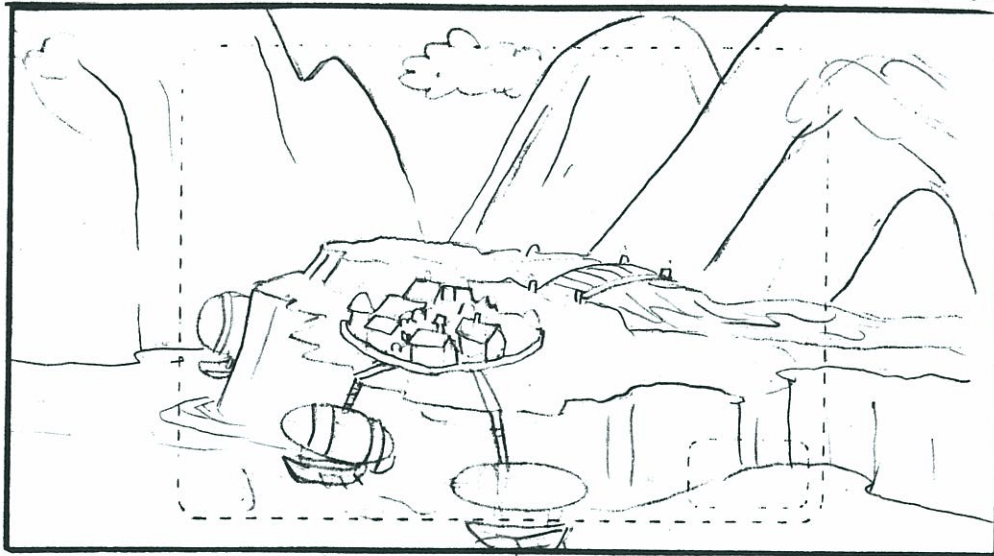


Sc. 198

Pnl. A

Bg.

day night



EPISODE 692010

Production

Production

D

Yeah!

A

THE END -

Timing:

505

506

